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EXPERT GAMER

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PlayStation.2



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Contents

SEPTEMBER 2001

EXPERT GAMER

Departments

6 Inside XG

The editors have broken loose and are writing about themselves all over this page! Help us! We must stop this madness!

8 Gamers' Forum

You folks sure love writing letters to us. Just to show you that we're good guys, we're gonna take some time to answer a few.

105 Game Over

Rare's mature-rated platformer concludes this month with a look at its ending and some extra helpful boss-fighting tips.

109 Next Month

Join us as we gaze into the future of XG, EGM and OPM. How do we know what lies ahead for these mags? We'll never tell.

Game Index

Aladdin	40
Batman Vengeance	45
Bloody Roar 3	19
Bombberman Online	46
Escape from Monkey Island	64
Guilty Gear X	45
GT Advance: Championship Racing	43
Klonoa: Empire of Dreams	47
Matt Hoffman's Pro BMX	34
Max Steel	25
NASCAR Racers	42
NBA Street	20
Pikmin	46
Pinobee	43
The Powerpuff Girls: Mojo Jojo A-Go-Go	47
Quake III: Revolution	20
Resident Evil Code: Veronica X	82
Shrek	44
Sonic Adventure 2	26, 48
Spider-Man 2: The Sinister 6	42
Super Street Fighter 2 Turbo Revival	74
Star Wars: Super Bombad Racing	22
Tony Hawk's Pro Skater 2	94
Tony Hawk's Pro Skater 2X	44
Tokyo Extreme Racer Zero	22
Twisted Metal: Black	18
Who Wants to Be a Millionaire 3rd Ed.	36
World's Scariest Police Chases	38

Game of the Month

XG'S CHOICE FOR THIS MONTH'S BIGGEST GAME

48

Sonic Adventure 2

There's secret items to collect, hidden characters to unlock and even a secret level to discover. Find out how in our huge SA2 guide!

Feature Strategies

EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

64 Escape From Monkey Island

Stuck? If you need the step-by-step instructions to get through this puzzling adventure, look here.

74 Super Street Fighter 2 Turbo Revival

If you don't know the drill by now, we can't help you. Check our guide for doped-up combos.

82 Resident Evil Code: Veronica X

Zombies are really scary, but you'll know just how to beat them with our spooktacular guide.

94 Tony Hawk's Pro Skater 2

The Hawkman returns to the N64 in one of the system's last, must-have games.

International Gamer

HOW TO BE AN IMPORT JUNKIE

14 International

The GameCube is launching in Japan, and we're right on top if it. Also, check out our previews of some exciting new toys and action figures.

Tricks of the Trade

THOUSANDS OF SECRETS, TRICKS AND CODES FOR ALL PLATFORMS

18 New Tricks for 16 Games!

Open wide, because we've got a large dose of codes for the hottest games like Twisted Metal: Black, Bloody Roar 3, Matt Hoffman's Pro BMX, and Sonic Adventure 2. It's a lot to swallow!

Coming Soon

GAMES WORTH LOOKING AT

44 Previews for You

Watch the system wars really heat up with the latest games slated for your gaming future. This month we'll see Shrek and Tony Hawk's Pro Skater 2X for the Xbox, Pikmin for GameCube, Guilty Gear x for the PS2, and more!

48



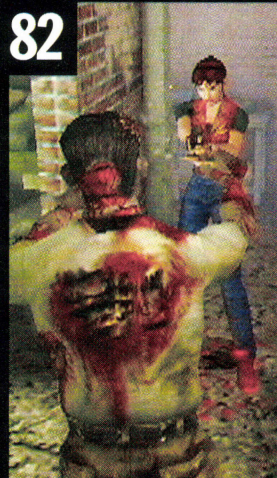
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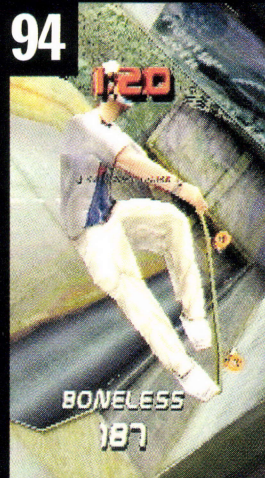
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82



94



44



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Inside XG

MEET THE STAFF



Dan Leahy

Editor in Chief
dan_leahy@ziffdavis.com

And Now, A Public Service Announcement

I hate to use this fun space for serious matters, but I feel a civic duty this month to warn you about mainstream online gaming. See, I found out last year what PC owners already knew: Online gaming is where it's at. I hopped online with my Dreamcast and endured countless sleepless nights. Sports gaming will never be the same for me offline, and I've heard similar cries from fans of other genres (FPS, RPG, etc.). With the PlayStation2 about to enter the online fray, followed closely by

Microsoft's Xbox (and eventually Nintendo's GameCube) I assume most of you will be exposed to it soon enough (if you missed out on the DC). Trust me when I advise you to "just say no." Unless, of course, you want to have fun, challenging and infinitely different experiences with your games.

○ **Current Favorites:** *NCAA 2002 (PS2), WSB 2k2 (DC), Half-Life (PS2)*



Andy Baran

Sr. Associate Editor
andy_baran@ziffdavis.com

Andy and his wife have been battling it out in true Gran Turismo fashion lately, using their 300 GT and WRX to settle family disputes. When they're not off racing, they're planning for their trip to Disney World, where Andy will attempt to prove that he can navigate the parks blindfolded and covered in ants...

○ **Current Favorites:**
Twisted Metal: Black, Dragon Warrior III, GT 3



Phil Theobald

Associate Editor
phil_theobald@ziffdavis.com

A little piece of *Expert Gamer* trivia: June 23, 2001 is not only Sonic the Hedgehog's 10th anniversary, it's also the date of Phil's first wedding anniversary with his fantastic wife, Dana (a pretty big Sonic fan in her own right). Now, how's that for being a hardcore Sonic fan?

○ **Current Favorites:**
Pac-Man Arrangement, Klonoa 2, Futurama reruns



Kenneth Miller

Associate Editor
kenneth_miller@ziffdavis.com

This month, Slim and his wife climbed Mount Everest, created a cure for cancer and formulated a unified field theory. OK. We all know Slim isn't married. What he actually did this month was play fighting games, fix the armrest on his chair and stay up all night watching TV. There. He admitted it. Are you happy now?

○ **Current Favorites:**
Skies of Arcadia, Super Metroid, RioVolt

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THE TRICK GUY

THE WORD GUY

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■ **Team Slapshot Rock:** Here's a Stern* warning about the Team: They're bad boys, running through the night. They've got a bad attitude. They love the ladies and they treat 'em right. They hug and kiss 'em, too.

*http://artists.mp3s.com/artists/171/nicholas_stern.html

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The Metro

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or Gripes?**

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or e-mail:
xg@ziffdavis.com
Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway, for Letter of the Month contest consideration.

Winners!

• Here are the winners of XG #85's Game Over Contest:

1. James O'Brien
Boston, MA
2. Jim Franko
Orland Park, IL
3. Kevin Campbell
Cleveland, OH

• The answer to XG #85's Game Over Contest is:
Zoom!

GAMERS' FORUM

Your Chance to Sound Off in XG

FF FMV

Dear Expert Gamer,

I was just wondering if you knew a GameShark code for FFVII where you can watch all of the FMVs

Michael Stone
mikes161@hotmail.com

As a matter of fact, there is a way to use a GameShark to view the FMVs in FF7. However, there's more to it than just a code. Using the code grants you access to the "debug room" in the game, which includes (among other things) a way to view the FMV. It's very complex, so we can't describe the whole process here. You'll have to find a guide to the FF7 debug room online. There are also PlayStation FMV viewers for computers, but they tend to be buggy or game-specific.

Wiping Out Warhawk

Dear Expert Gamer,

I just rented Twisted Metal: Black because I was inspired by your guide for it. It took me about 2,000 tries to beat Minion with Darkside! I also can't beat Warhawk. Do you have any tips or cheats for me?

Chris V.
cspitfirev@hotmail.com

If you want to beat Warhawk without cheating, you'll need to play smartly. After you've dropped Warhawk's shields down, you'll need to keep moving. Use the two hangars for cover and keep an eye on the health-carrying helicopters in case your health drops to a dangerous level.

In the event that you decide to take on Warhawk directly, make sure to trigger your shields, then fire a swarm of Fire and Homing Missiles. Although it is hard to do, you can hit the boss with Dark Side's special. You must wait until the boss flies to the center of the roof. If you ram into the cowcatcher on the boss's front, you'll do some serious damage. We sincerely hope that this response got to you before you had to return your rental.

Shenmue 2 Is Due

Dear Expert Gamer,

Thanks to your January 2001 issue, I finished Shenmue. Do you know the exact date of the release of Shenmue 2, its sequel?

Krister Alicando
kristerockyzk1@yahoo.com

There's no exact date, but Sega currently has Shenmue 2 scheduled for release in November 2001.

Nintendo's New Stuff

Dear Expert Gamer,

Why would Nintendo stop making games for N64? In my opinion, it's one of the greatest systems ever made! With the N64 gone, I sure will miss games like Zelda OOT, Mario Kart, Super Mario, the Mario Parties and Donkey Kong 64. Will Nintendo still make these games?

Eric Yemen
Ancaster, Ontario

If you aren't against buying a GameCube, you can expect to see a number of those titles eventually making their way onto the new format. Super Smash Bros. Melee is one of several N64 titles that is making the jump, and we've seen bits of Zelda footage as well. If you like Nintendo games, you will definitely want its new system. After all, you'll never see a Mario game on a PS2 or Xbox.

NASCAR & Xbox

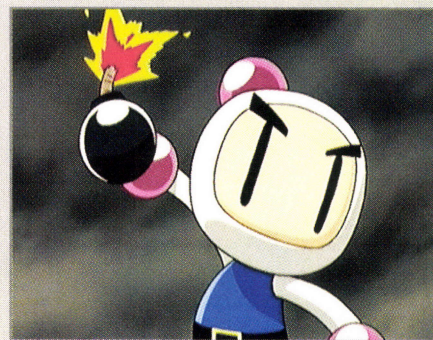
Dear Expert Gamer,

I've heard on the internet that the Xbox will be able to play Dreamcast and PlayStation games in addition to its own games. Is this true?

Jeff Gordon
St. Peters, Missouri

First of all, Mr. Gordon, we just wanted to tell you what big fans we are of yours. While we may all be expert gamers, we're consistently amazed by your skills on the NASCAR tracks. It seems, however, that your excessive knowledge about the intricacies of automobile racing has

Letter of the Month



Sure, we won't be playing great games like Bomberman Online on a Sega system for much longer, but Sega will live on forever, developing games for other systems as a third-party company.

Has Sony Gone Too Far? An Irate Sega Fan Speaks Her Mind

Dear Expert Gamer,

A great injustice has been done. Sega has given up on the awesome Dreamcast. It didn't want to continue production of this system because it supposedly wouldn't even compare to the "ultimate" Sony PlayStation 2. This is a load of crap! When the PS2 first came out, I shook my head in disgust when I heard about those gaming zombies who spent the night outside game stores to pay an arm and a leg for this system. I "test-drove" one at Best Buy, and I gave it a deadpan "whoop-de-doo."

I have been an avid gamer for a decade, marvelling in the different systems that I've played while developing my skills. The DC is, by far, the best one I've come by; coming with an awesome line of games over its three-year run. The long-awaited PS2 came with the equally-as-good graphics, the ability to play a DVD, and also the ability to play the games of its predecessor. However, it cost more than a DC and an ordinary DVD player combined (with glitches no less), and a line of games that was as equally disappointing as the price. The major lesson to learn from this is to RESEARCH. It could save a lot of gamers from feeling the wallet-emptying regret that some of them are possibly feeling from Sony right now.

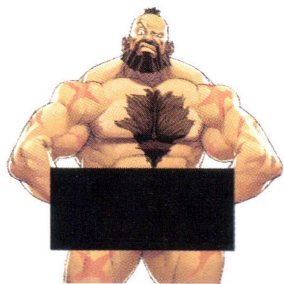
Mika Wells
Address Withheld

Hold on a second, here. Although we love Sega as much as you do, we think that you're being too tough on Sony. Sure, the PS2 didn't have the best system launch, but recent games like Twisted Metal: Black, Klonoa 2 and Escape from Monkey Island have certainly made up for it. Those "gaming zombies" probably aren't feeling any "wallet-emptying regret" as they play NBA Street or Gran Turismo 3. And you certainly can't blame people for wanting a system that is going to continue to be supported for a few more years.

Heck, Sega's gonna be releasing games on other systems, so everybody wins!



Mika won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!



You asked for it, and you got it—naked Street Fighter pics.

come at the cost of some basic knowledge about the video game industry. Despite what you may have read on the internet (a spotty source of information at best), Microsoft's Xbox will not play PlayStation or Dreamcast games. Sure, you'll be seeing games made by Sega on the Xbox (since it is now publishing games on other systems as a third-party company), but games made specifically for other systems won't work on Microsoft's incredibly large game system.

Strip Fighter?!?!?

Dear Expert Gamer,

Do you guys know of any web sites that have naked pictures of the Street Fighter characters?

Wahid Popal
Address Withheld

Boy, do we! Look above for a sample. We downloaded it just for you.

PSO v2.0 Questions

Dear Expert Gamer,

Hello, I have a question about Phantasy Star Online. Playing online I see lots of people with Golden names, I have recently heard that this is the sign of people with V.2 PSO that has Ultimate mode and a maximum level of 200. Is this true, what's going to be changed/added, and when will it come out in America for

all us other PSO junkies? How will this hook up to the system? In a slot for a memory card? Or is it on a separate disc? Thank you in advance.

Draknodred Kr'lat Cha
gau322@aol.com

PSO v.2 has several minor additions. Besides the Ultimate mode and level 200 features that you mentioned, there is also a battle mode (where you can fight other players) and a soccer game you can play in the lobby. The main game also gains new weapons and armor, and Forces can learn higher level spells than the other classes. The game is a disc, just like a normal game. If you have a PSO save file, you can use it in the new game.

Shark Bites

Dear Expert Gamer,

I purchased my PSone because I was told that it would be able to support the GameShark device. Unfortunately, when I opened the box, I realized that there's no port in the back. If there's no port, how am I supposed to use a GameShark? Please respond.

Ray Lackey
sgtcrazyfox1@yahoo.com

Man, where have you been? Sony removed that Parallel I/O port from the back of the PlayStation ages ago. To compensate, InterAct released a new version of the GameShark called the GameShark CDX. This new GameShark functions just as well as the original model, so don't worry about the quality. All that has changed is the manner in which the GameShark hacks into your games. Before it was via the I/O Port; now it uses a combination of a special memory card and a CD that you run in the PlayStation. The Dreamcast and PlayStation 2 GameSharks work the same way. So pick up one of the GameShark CDXs, and it'll work fine on your PSone.

The Ratings Game

Dear Expert Gamer,

I know the ESRB has its reasons for rating games, but sometimes its ratings are ridiculous. For instance, one of my favorite games is Jet Force Gemini. Although it has a Teen rating, which I am thankful for, the rating would probably shoot up to Mature if the blood in the game were red. This is ridiculous. Why would just a simple factor like the color of blood change a rating? I could understand it if the blood is everywhere and the FMVs actually make you ill. Those kind of games deserve an M rating. Maybe the ESRB should change M from 17 and up to 15 or 16 and up. That's my opinion.

Chris Freihofer
Deltona, Florida

Violence is always seen in the eye of the beholder. For some people, seeing a little blood is nothing. For others, even the sight of a gun in the hands of a video game character is terrible. Back in the days when Phil was working at Babbage's, he sold a copy of the Genesis game, World of Illusion (starring Mickey Mouse and Donald Duck), to a woman who wanted a non-violent game for her children. A few days later, she returned the game claiming that it was inappropriate for the kids.

Apparently, when Mickey used a magic cape in the game to make his enemies disappear, it counted as "black magic," making the beloved mouse a "warlock." Since there's no way to tell what is going to offend someone, ratings will often be a little bit tougher than they should be.

More About Anime

Dear Expert Gamer,

First and foremost, I want to say I love your magazine! I feel like a kid in a candy store every time I get the newest issue! The "International Gamer" section is one of my faves. In

U.S. Top 10

THE 10 BEST-SELLING GAMES OF JUNE

1. **Super Mario Advance** (Nintendo/GBA)
2. **Twisted Metal: Black** (SCEA/PS2)
3. **Tony Hawk's Pro Skater 2** (Activision/GBA)
4. **NBA Street** (EA/PS2)
5. **Zelda: Oracle of Seasons** (Nintendo/GB)
6. **Zelda: Oracle of Ages** (Nintendo/GB)
7. **Sonic Adventure 2** (Sega/DC)
8. **Castlevania: Circle of the Moon** (Konami/GBA)
9. **F-Zero: Maximum Velocity** (Nintendo/GBA)
10. **Mario Party 3** (Nintendo/N64)

Japan Top 10

JAPAN'S 10 BEST FROM 7/09 TO 7/15

1. **Gran Turismo 3** (Sony/PS2)
2. **Culdcept Second** (Media Factory/DC)
3. **Yuugio Duel Monsters 5** (Konami/GBA)
4. **Hissatsu Pachinko Station V2** (Sunsoft/PS2)
5. **Super Street Fighter II X Revival** (Capcom/GBA)
6. **Mosquito** (Sony/PS2)
7. **Luna Wing** (Shoeisha/PS)
8. **Super Mario Advance** (Nintendo/GBA)
9. **Piposaru 2001** (Sony/PS2)
10. **Breath of Fire** (Capcom/GBA)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (JULY)

1. **Twisted Metal: Black** (SCEA/PS2)
2. **Bomberman Online** (Sega/DC)
3. **Gran Turismo 3** (SCEA/PS2)
4. **Klonoa 2: Lunatear's Veil** (Namco/PS2)
5. **NBA Street** (EA/PS2)
6. **Guilty Gear X** (Sammy/DC)
7. **Pac-Man Collection** (Namco/GBA)
8. **NFL 2K1** (Sega/DC)
9. **Castlevania: Circle of the Moon** (Konami/GBA)
10. **Super Metroid** (Nintendo/SNES)

SOURCES: NPD TRSTS Video Games Service (U.S. Top 10); Weekly Famitsu Magazine (Japan Top 10)

Web Site Pick of the Month

www.MMCafe.com

If you read any game news pages, there's a decent chance you've already read news that came from Mad Man's Cafe. MM Cafe is probably the page that is most frequently referenced by other pages (and for good reason). Mad Man's Cafe consistently reports the biggest game news before any other web page (in English, at least). You can also find screen shots and movies of upcoming console and arcade games. The server tends to be a little slow, but it's definitely worth the wait. Mad Man's Cafe is simply the best video game preview site on the web.





RENT



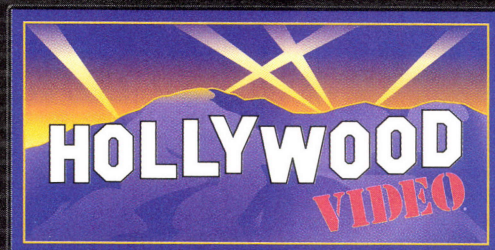
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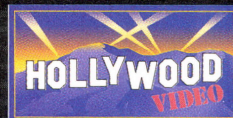
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Coming Soon

GAMECUBE

Fall/Winter 2001

- Luigi's Mansion (Nintendo)
- Super Smash Bros. Melee (Nintendo)
- Wave Race: Blue Storm (Nintendo)

XBOX

Fall/Winter 2001

- Dead or Alive 3 (Tecmo)
- Star Wars: Obi-Wan (LucasArts)
- The Simpsons: Road Rage (Electronic Arts)

PLAYSTATION 2

Fall/Winter 2001

- Time Crisis 2 (Namco)
- Capcom vs. SNK 2 (Capcom)
- Guilty Gear X (Sammy)
- Silent Hill 2 (Konami)
- Metal Gear Solid 2 (Konami)

GAME BOY ADVANCE

Fall/Winter 2001

- Final Fight One (Capcom)
- Kid Klown in Crazy Chase (Kemco)
- Dexter's Laboratory (BAM Ent.)

DREAMCAST

Fall/Winter 2001

- Shenmue 2 (Sega)
- NFL 2K2 (Sega)

PLAYSTATION

Fall/Winter 2001

- Dragon Warrior VII (Enix)
- FIFA 2002 (EA Sports)



Unless things change soon, we may not be seeing any Square games on the Game Boy Advance.

the July issue, you guys mentioned to check out Samurai X television series and OAVs. Can you tell me what an OAV is? I have no idea.

Mauricio A.
maui868@webtv.net

OAV (or OVA) stands for Original Animation Video. These are essentially mini-movies that were not released theatrically, but often have close to the same level of quality as their full-scale cousins.

Square on GBA?

Dear Expert Gamer,

How long do you think it will be before Squaresoft finally caves and starts making classic Super NES games for the Game Boy Advance? Thanks for your time.

Napalm_Runner
Napalm_Runner@hotmail.com

Well, Mr. "Runner," if that is your real name, it isn't really a matter of Square "caving in." Square has been wanting to make games for Nintendo systems for some time. The main problem is that Nintendo's president, Hiroshi Yamauchi, is still mad at Square for making games on

the PlayStation. Until he changes his mind and forgives Square, we won't be seeing any of its classic RPGs on the GBA. If you're really need a classic RPG fix, though, you can pick up Enix's first three Dragon Warrior games for the GameBoy, plus Capcom is rereleasing the original Breath of Fire for the GBA.

PSnone?

Dear Expert Gamer,

Is Sony going to stop producing the PlayStation? If so, do you how long it will take to phase out all the PSones?

William Noirot
billybob431@hotmail.com

Expect to see a slide in the number of games released for the PlayStation as Sony and its third parties start dedicating more and more energy to the PS2. It's a bit sad seeing the old PS fade away, but its big brother seems ready to take its place. Of course, this is the nature of the business. In time, there will be newer systems that will force you to upgrade yet again. We suggest you just ride it out like the rest of us, and reap the enjoyment of all the games and advancements.

Stomp With a Hammer?

Dear Expert Gamer,

I'm having a really hard time finding some of the Star Pieces you mentioned in your guide for Paper Mario (XG#82), particularly the ones where you tell us to "stomp" in order to find them. By stomping, do you mean with the hammer?

Philip DeSouza
Sacramento, CA

To "stomp" a Star Piece, jump as high as you can and hit the jump button when you are at the highest part of your leap (you do not use the hammer). You'll bounce downward, revealing the piece. If you aren't in the proper location, you'll see the floor tile where the piece is hidden shake a little.

You Might as Well Jump

Dear Expert Gamer,

What is the Jump Pack used for on the Dreamcast? always see a "Jump Pack Compatible" icon at the back of my Dreamcast game cases. Is it at all like PlayStation's Link Cable?

Vincent
Laguna, Philippines

The Dreamcast Jump Pack is very similar to Nintendo's Rumble Pak for the N64. The Jump Pack plugs into the second VMU slot on your DC controller and shakes when the on-screen action dictates (in games that support the Jump Pack, of course).

The Saturn Returns? No.

Dear Expert Gamer,

I heard that Sega was developing a Saturn emulator that you can download into the Dreamcast hard drive. Is this true, and if so, where can I get one?

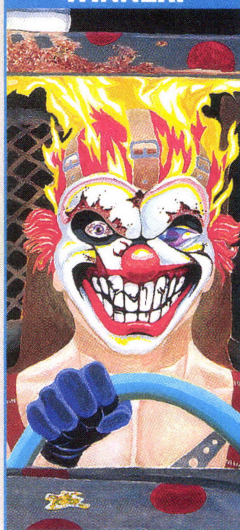
Koy Regis
Lake Jackson, TX

The Dreamcast hard drive? Exactly what are you smoking, Koy? Last time we checked, the DC doesn't have any sort of hard drive. As for your Saturn emulator question, it sure would be nice, but sadly, it just ain't happening.

Letter Art

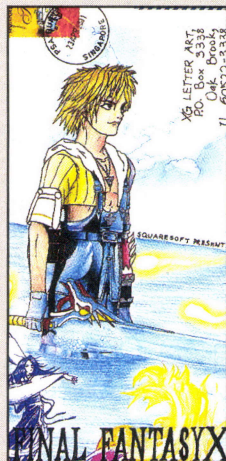
Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

WINNER:



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Fawad Stanicziee wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, Fawad!



Chan Phui Yung
Republic of Singapore



Jason Osborne
Anaheim, CA



Alan McDougall
Edmonton, AB, Canada

* Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY!)

New Green Apple flavor SweetARTS.

(Bite 'em at your own risk.)



Introducing Green Apple flavor. A tangy new twist in every package of SweetARTS® candy. Just wait 'til your tongue gets a taste! But don't say you haven't been warned. And starting in June, check out FoxKids.com/SWEETARTS for 12 weeks worth of Green Apple SweetARTS games, postcards and even a sweepstakes.



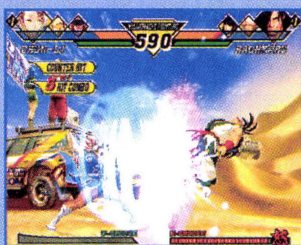
Imports on the Horizon

Capcom vs. SNK 2 (DC)

The next big fighting game on the horizon is the highly anticipated Capcom vs. SNK 2. However, Dreamcast fans should know that Capcom only plans to release the US version of the game on the PlayStation2.

Importing Is the Key

Don't have a PS2? CvS2 will be released for the Dreamcast in Japan. Contact your favorite importer and pre-order it if you want to make sure you get your hands on the game.



Live and let die!

Dance Dance Revolution 5th Mix

Konami's hit dance simulation game, Dance Dance Revolution, made its first appearance in the US a few months back, but over in Japan, the game will soon be getting its fifth installment (not counting semi-sequels like Disney's Rave or the Best Hits versions).

Dancin' Fool

Early reports hint that the home version will retain all 40 songs that are in the arcade original. This will give import gamers plenty to dance to when the game is released on September 20 for ¥5980 (about \$49).



The DDR logo—very 007ey.

Useful URLs

www.tronixweb.com
www.ncsx.com

XG

International GAMER

how to be an **IMPORT JUNKIE**

The GameCube Makes Its Japanese Debut

On September 14, Japanese gamers will be the first to experience Nintendo's latest system, the GameCube. Priced at ¥25000 (about \$200), the GameCube will launch with two games—Luigi's Mansion and Wave Race: Blue Storm (both priced at ¥6800 or about \$55).

Don't Forget the Extras

Of course, you can't just launch a system without a plethora of accessories to go with it. In addition to the two games, Japanese consumers can also purchase an extra controller (¥2500 or about \$20) and a memory card (¥1400 or about \$12).

Nintendo's Got da Hook Up

Although the system comes with standard AV cables, there are higher-end cables available to make the GameCube's already excellent graphics look that much sharper. You're probably familiar with the S-

Video cable (¥2500), but for an even nicer picture, there's the Component Video cable (¥3500 or about \$28). That same ¥3500 can get a new GameCube owner the Digital Video Cable, which makes the GameCube look like a dream when it's hooked up to one of the new digital TVs.



The wee little GameCube is very tiny, but it's very powerful.

Fret not, American gamers! When the GameCube launches in the US on November 5, there will be considerably more than two games for you to play. Here's a list of what you can expect.

- All-Star Baseball 2002
- Batman Dark Tomorrow
- Dave Mirra Freestyle BMX 2
- Eternal Darkness
- Extreme G3
- Luigi's Mansion
- Madden NFL 2002
- NBA Courtside 2002
- NFL Blitz 2002
- NFL Quarterback Club 2002
- NHL Hitz 2002
- Pikmin
- Star Fox Adventures: Dinosaur Planet
- Star Wars Rogue Leader: Rogue Squadron 2
- Super Monkey Ball
- Super Smash Bros. Melee
- Wave Race: Blue Storm

The Games of GameCube Launch Day

Luigi's Mansion

It took more than 15 years, but Mario's brother finally gets a game of his own. Since most gamers look forward to a new Mario game whenever a Nintendo system comes out, expect this one to sell at a near 1-to-1 ratio with the system.

Luigi Sucks

In this game, you control Luigi as he explores a haunted mansion with his trusty flashlight and a vacuum cleaner-looking thingy that busts ghosts. It's very different from past Mario games, but Luigi's Mansion looks like it's going to be a lot of fun.



Flush out the ghosts with your flashlight, then suck 'em up.

Wave Race: Blue Storm

If Wave Race 64 could blow away the early N64 audience with its amazing graphics and solid gameplay, imagine what Wave Race: Blue Storm will do on the GameCube.

H.-Woah!

Although the original Wave Race wowed everyone with its realistic-looking wave effects, Blue Storm looks even sharper. Up to four human players can race at once without any slow-down at all, for an incredible multi-player experience.



Do you feel the wake in your face? This game looks great!

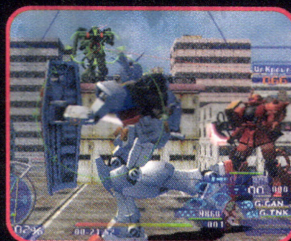
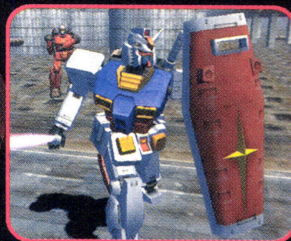
Kick Some Rusty Metal Butt!



PlayStation®2

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Marvel at the detailed battlefield scenes and mobile suits with breathtaking digital graphics as seen in the movies! Experience firsthand the thrill of guiding your allies in their mission to conquer the enemy in mobile suit warfare. Relive scenes from the TV series or implement your own battle strategies to create whole new story lines.



RATING PENDING



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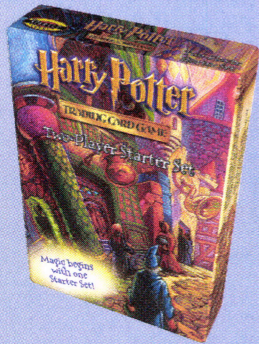
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The Magic of Harry Potter

Attention, Muggles

In the tradition of Magic: The Gathering and the Pokémon Trading Card game, Wizards of the Coast is introducing a new card game based on the mega-popular Harry Potter books.



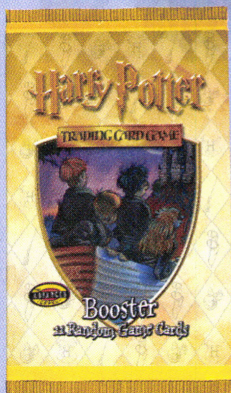
With the starter set, you'll be practicing magic in no time.

People, Places and Things

There are six different types of cards in the game: Characters, Spells, Creatures, Items, Adventures and Lessons. All the cards are based on characters and events from the first book in the series, *Harry Potter and the Sorcerer's Stone*, so fans of the series will see some familiar sights.

The Magic Is Here

The starter sets (which include 40 cards, damage counters, a play mat and the game's instructions) are \$9.99 and 11-card booster packs are a mere \$3.29. Look for them in stores now.



Booster packs expand your deck, making it more powerful.

CG

Collectors Love Rare Simpsons Figures

The Hottest Action Figures on the Market

The Simpsons figures and playsets (especially the exclusive lines) have become unexpectedly popular in the toy collecting community. Here's a few inside tips on how you can get in on the craze.

The Rarest of the Rare

The exclusive Simpsons figures are the cream of the crop, and they're only available through certain outlets, such as a particular retailer or magazine. The first exclusive figures were offered by *ToyFare* magazine (**Radioactive Homer**) and Toys R Us (**Treehouse of Horror Playset**). Both toys sold out almost immediately.

Oldies but Goodies

It may be too late to find the latest exclusive figures **Pin Pal Burns** and **Boxing Homer** (offered by *ToyFare*), but they'll soon be on online auction sites, like the rest of

their exclusive cousins, at over-inflated prices.

Start Saving Now

Of course, there are plenty more exclusives on the way, so keep your eyes and ears open for expected release dates.

August, 2001

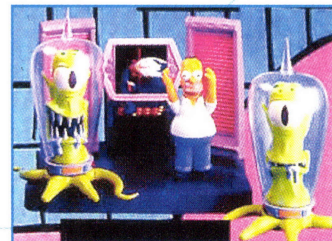
Electronics Boutique and certain comic book stores will be carrying **Rainier Wolfcastle as Radioactive Man** and **Milhouse as Fallout Boy**. *ToyFare* will offer **Bi-Mon-Sci-Fi-Con Comic Book Guy**.

October, 2001

ToyFare will release **Pin Pal Moe**, and Toys R Us will have a new **Treehouse of Horror**.

November, 2001

Check out Toys R Us for the **Christmas Playset**.



Toys R Us Exclusive Halloween Set with Homer and Kang & Kodos



Toys R Us Exclusive Christmas Set with the Simpsons Family

Wicked Cool DVDs That You Should Buy

The Simpsons—The Complete First Season

Scientists agree that *The Simpsons* is one of the (if not the) greatest TV shows ever. In fact, quoting classic Simpsons lines could be considered a national pastime, and dedicated fans have been known to scan hours of reruns in order to tape the shows they may have missed.

The Skinny

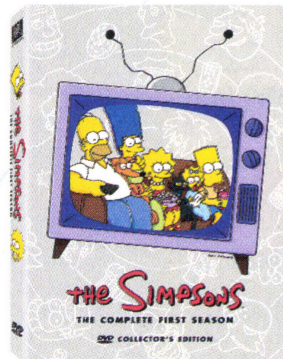
Fans of *The Simpsons*, rejoice! This fantastic set comes out on September 25, with a retail price of only \$39.95.

A Season's Worth of Comedy

Each of DVD set will contain an entire season of the show. This first set features the series' first 13 episodes on three DVDs.

Mmm...Extras

Of course, there's plenty of extras on the disc, including commentary by Simpsons creator, Matt Groening, for all 13 episodes!



Woo-hoo! The best TV series ever finally comes to DVD.

Star Wars—Episode I: The Phantom Menace

At one time or another, every DVD nut in existence has complained about how *Star Wars* isn't available on the DVD format. The good folks at LucasFilm and Fox must have finally heard all those complaints, because the DVD version of *Star Wars Episode One: The Phantom Menace* is here at last.

The Extras Strike Back

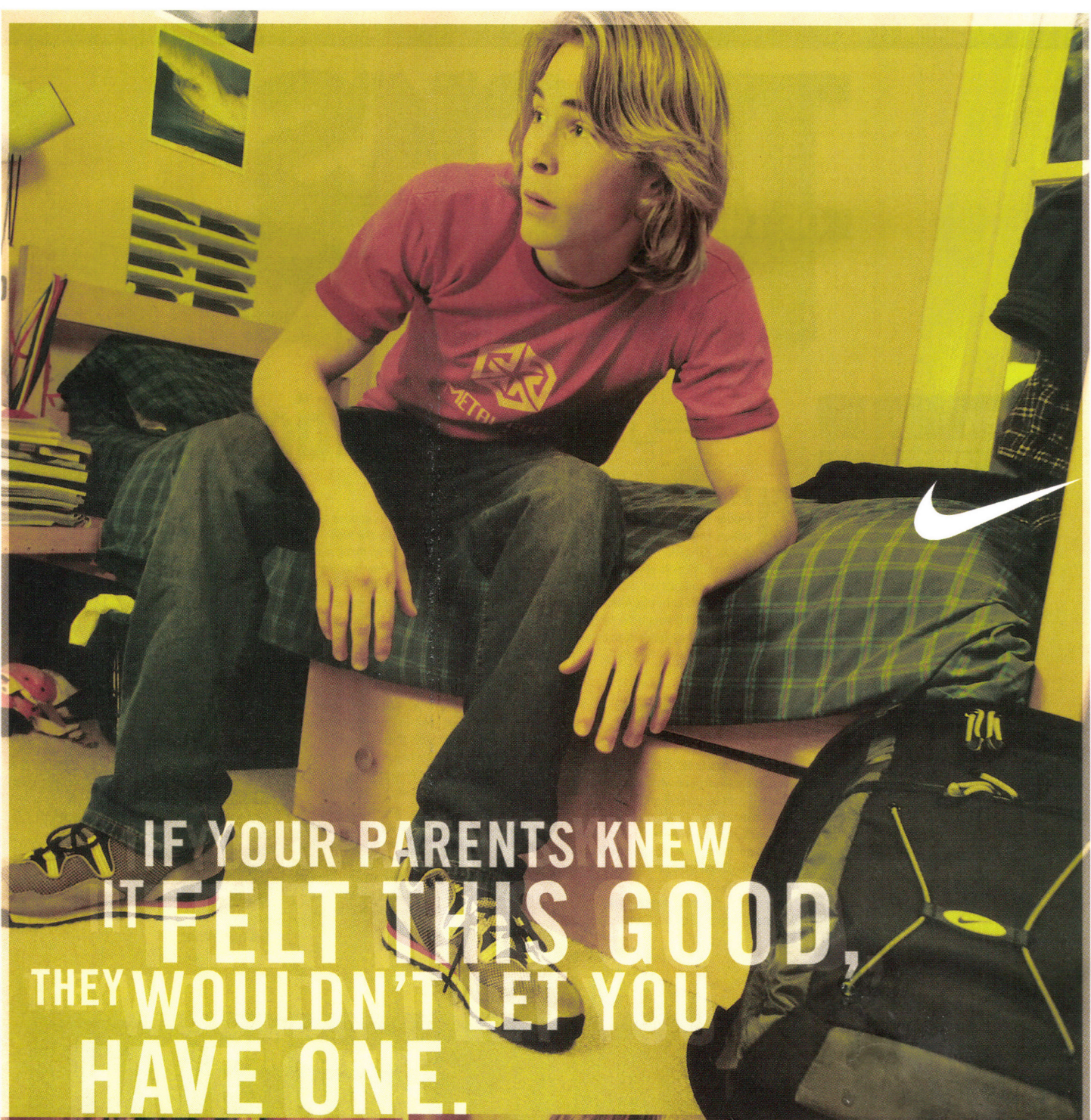
This two-disc set features not only the movie, but a host of special features that *Star Wars* fans will definitely want to see. Most notable is writer/director George Lucas' first-ever commentary track. There will also be several deleted scenes, and fans can look forward to seeing multiple behind-the-scenes documentary films.

Almost There...

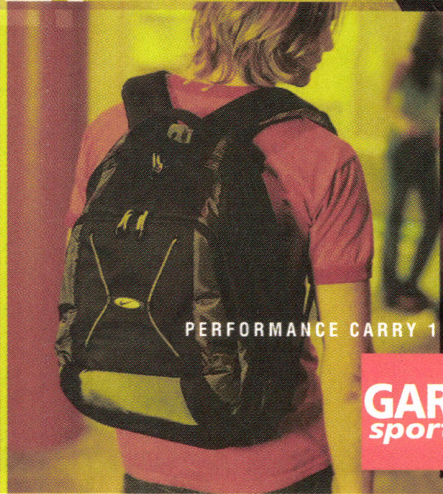
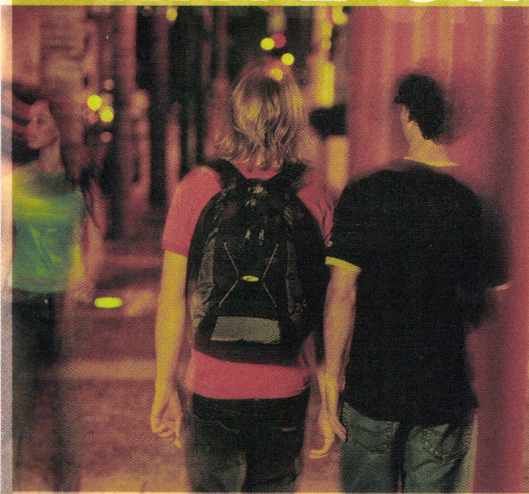
You may want to start lining up now, because when this DVD set comes out on October 16 at only \$29.98 (retail price), it's gonna fly off the shelves.



What can you say? It's *Star Wars* on DVD. Buy it.



IF YOUR PARENTS KNEW
IT FELT THIS GOOD,
THEY WOULDN'T LET YOU
HAVE ONE.



PERFORMANCE CARRY 1 AVAILABLE AT

GART
sports

SPORTMART

TRICKS OF THE TRADE

New Tricks!

PLAYSTATION 2

Bloody Roar 3	19
NBA Street	20
Quake III: Revolution	20
Star Wars: Super Bombad Racing	22
Tokyo Extreme Racer Zero	22
Twisted Metal: Black	18

DREAMCAST

Max Steel	25
Sonic Adventure 2	26

PLAYSTATION

Mat Hoffman's Pro BMX	34
Who Wants to Be a Millionaire 3rd Ed.	36
World's Scariest Police Chases	38

GAME BOY

Aladdin	40
NASCAR Racers	42
Spider-Man 2: The Sinister 6	42

GAME BOY ADVANCE

GT Advance:	43
Championship Racing	
Pinobee	43

PS2 PlayStation 2

All-Star Baseball 2002

A **Hidden Teams:** From the main menu screen, choose MLB Play and then choose Exhibition. On the team select screen, press L2+R2 simultaneously. You will hear a sound that will confirm that you entered the code correctly. After you hear the sound, scroll through the teams until you reach the Islanders and the Dingers.

CART Fury: Championship Racing

Enter these tricks from the select drivers screen.

More Cars: Press L1 to access alternate cars. The new cars you open while playing the game will also be present on this screen.

More Drivers: Press R1 to access alternate characters. In case you're not used to reading game manuals (check page 22 of your instructions), here are codes to enter on the Cheats screen.

Fog: R2, R1, X, Square, Square, Circle.

Big Head: Triangle, Square, Square, L2, L1, R2.

Crazy Taxi

On the mode selection screen, choose Arcade or Original, then enter the trick.

No Arrows: After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold R1+START until the driver selection screen appears. You will see "No Arrows" on the bottom-left side of the screen.

No Destination Mark: After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

Expert: After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+R1+START until the driver selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark.

Taxi Bike: On the driver select screen, quickly press L1+R1, L1+R1, L1+R1 and then choose your driver. You will hear a bike bell if you entered the code correctly.

Another Day: On the driver select screen, press R1, then press and hold R1 while choosing a driver. You will see "Another Day" on the bottom-left side of the screen. The passengers and destinations will change.

View Changes: (Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work.) In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press the one of the following buttons to see these new views.

First Person = Circle (Press Circle again for Rear View)

MPH = Square

Third Person = Triangle

Normal View = X

Quantlet: Dark Legacy

When you are asked to enter your name on the character select screen, put in any of these cheat passwords for the results shown.

Invulnerability: INVULN

Infinite Supershot: SSHOTS

Nine Potions and Keys in Each Level:

ALLFUL

Full Turbo: PURPLE

Trick of the Month



Twisted Metal Black



In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability: Up, Down, Left, Right, Right, Left, Down, Up.

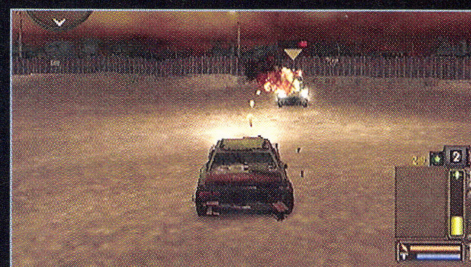
God Mode: Up, X, Left, Circle.

Killer Weapons: X, X, Up.

Mega Guns: X, X, Triangle.

Weapons for Health: Triangle, X, Square, Circle.

New View for Weapons: In the game, press Right+SELECT to get a different look for your weapon icons.



Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

GameShark Codes

Continued from Page 19

4D48230C1456E7A6
Norune-Alnet House
4D4822F41456E7A6
Norune-Gaff's Buggy
4D4825DC1456E7A6
Norune-Dran Windmill
4D4824C41456E7A6
Norune-S.Windmill 1
4D4827AC1456E7A6
Norune-S.Windmill 2
4D4826941456E7A6
Norune-S.Windmill 3
4D48297C1456E7A6
Norune-Pond
4D4828641456E7A6
Norune-Trees
4D482B4C1456E7A6
Norune-Road
4D482A341456E7A6
Norune-River
4D482A1C1456E7A6
Norune-Bridge
4D482D041456E7A6

Fur Fighters

(M) Must Be On EC8D633C1456E60A
Enable All Cheats
1CBBF35C61DFB00C
1C0CB1E861DFB00C

Motor Mayhem

(M) Must Be On EC86C30C1456E60A
99 Kills 3CFE72A81456E788

NASCAR Heat 2002

(M) Must Be On ECB359B41456E60A
2000 Points Driver 1
4CBA9F5C1456E8F5
4CBB073C1456E8F5

Red Faction

(M) Must Be On EC8E97781456E60A
Infinite Health
1CBF66181456E7A5
1CBF661C1456E7A5
1CBF66201456E7A5
1CBF66241456E7A5
1CBF69281456E7A5
1C84CA6815F6E79D
Infinite Ammo
1C84CA6C1456E7A5

Tokyo Xtreme Racer: Zero

(M) Must Be On EC85E4301456E79B
P1 Inf SP 0CF70C261456B00B
1CE48B2014921C65
P1 No SP 0CF70C261456B00B
1CE48B201456E7A5
Opp Inf SP 0CF70C261456B00B
1CE48B2414921C65
Opp No SP 0CF70C261456B00B
1CE48B241456E7A5
Always Control Car
4CE3A4A81456E7A5

Twisted Metal: Black

(M) EC84685C1456E60A
Infinite Ammo
1C8E237815F6E79D
1C8E237C1456E7A5
Extra Health Most Levels
4CB4006A14562BA5
Mega Machineguns
4CDA206C1456E7A5
Rapid Fire Missile
4CDA20701456E7A5
Rapid Homing Missile
4CDA20741456E7A5
Rapid Pow Missile
4CDA20781456E7A5
Rapid Gas Car
4CDA20CA1456E7A5
Rapid Rico
4CDA20CA81456E7A5
Y. Jacket Playable
1CD5E1981456E7A5
Axel Playable
1CD5E19C1456E7A5
WartHog Playable

Christmas Arena and Costume: Start up your system without the disc inside, then access the "System Configuration" option. Choose "Clock Adjustment" and set the date to 12/25/2000. After adjusting the date, insert the game and begin. Choose Arcade mode and highlight "Selene Strike" on the boxer selection screen. The words, "Holiday Outfit" will appear underneath her name.

Unlock All Boxers: From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, R1, R2. You will hear a bell when entered correctly. Now you can choose from a variety of new boxers, including Bill and Hillary Clinton!

Ridge Racer 5

Opening Cinema Effects: During the opening cinema, you can give three different effects to the graphics. Pressing R1 once will give you black and white graphics, pressing R1 again will give you yellowish graphics and pressing R1 a third time will give you blurred graphics. Use L1 to cycle the effects the opposite way.

Controller Sensitivity Display: In the middle of a race, press and hold the SELECT button until you see a graphic display. If you want to get rid of the display, just press the SELECT button.

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)

All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square. Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win. **Unlimited Hints:** Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

Star Wars: Starfighter

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown. **Unlock All Levels:** OVERSEER (This will give you everything except the bonus multiplayer missions).

Bonus Multiplayer Missions: ANDREW
Secret Ship for Bonus Missions: BLUESNF
Disable Cockpit Display: NOHUD
Ship and Cast Pics: HEROEES
Pre-production Art: PLANETS
Pictures of Simon: SIMON
Development Team Pics: TEAM
View Credits: CREDITS
Invincible Mode: MINIME
Jar Jar Mode: JARJAR (This will reverse your ship's controls.)

Director Mode: DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)

Christmas FMV: WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

NBA Street

On the "Enter Cheats" screen, change the four basketballs into other symbols by pressing the buttons the number of times shown, and then press Down on the D-pad. For example, 4,1,3,2, Down would be Square four times, Triangle one time, Circle three times, X two times and then Down on the D-pad.

Summertime Joe "The Show": 1,0,0,1, Down.

Athletic Joe "The Show": 1,2,0,1, Down.

Springtime Joe "The Show": 1,1,0,1, Down.

Player Names: 0,1,2,3, Down.

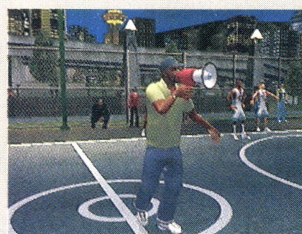
Less Gamebreakers: 1,3,4,2, Down.

More Gamebreakers: 1,4,3,2, Down.

No Gamebreakers: 1,4,4,2, Down.

No Dunks: 3,0,1,2, Down.

Mega Dunking: 3,0,1,0, Down.
Explosive Rims: 1,2,4,0, Down.
No HUD Display: 1,4,1,2, Down.
Casual Uniforms: 1,1,0,0, Down.
Authentic Uniforms: 0,0,1,1, Down.
Unlimited Turbo: 2,0,3,0, Down.
Harder Distance Shots: 2,2,3,0, Down.
No Juice: 1,4,4,3, Down.
No Auto Replays: 1,2,1,1, Down.
Captain Quicks: 3,0,2,1, Down.
NuFX Ball: 0,1,3,0, Down.
Beach Ball: 0,1,1,2, Down.
Volleyball: 0,1,1,4, Down.
EA Big Ball: 0,1,4,0, Down.
ABA Ball: 0,1,1,0, Down.
Medicine Ball: 0,1,1,3, Down.
WNBA Ball: 0,1,2,0, Down.
Soccer Ball: 0,2,1,0, Down.
No Cheats: 1,1,1,1, Down.



Star Wars: Super Bombad Racing

On the main menu, enter the following commands to unlock these replacement racers.

Boba Fett: Square, Circle, Triangle, Circle, Square. Boba Fett's ship will replace any ship you choose from the select racer screen
AAT Battle Tank: Circle, Triangle, Square, Circle, Triangle, Square. The Battle Tank will

replace any ship you choose from the select racer screen.

Super Bust-A-Move

Secret Characters: On the title screen (where "Press Start Button" is flashing), press Triangle, Right, Left, Triangle. A sound will play and an icon will appear in the upper-left corner of the screen to indicate that the trick worked. Choose a mode

Quake III: Revolution

Level Skip: In the middle of a one-player game, press and hold L1+R1+R2+SELECT. While holding these, press X, Circle, Square, Triangle, X, Circle, Square, Triangle. The level will end with you as the winner—even if you are in last place!



Continued on Page 22

CORN GONE WRONG



GameShark Codes

Continued from Page 20

ManSlaughterPlayable	1CD5E1A01456E7A5
Minion Playable	1CD5E1A41456E7A5
Freeway-Massive	1CD5E1AC1456E7A5
Prison Pass-Massive	4CD5E1BC1456E7A5
Skyscrapers-Large	4CD5E1C01456E7A5
Minion Stadium-Small	4CD5E1C41456E7A5
Billy Ray Middle	4CD5E0401456E7A5
Billy Ray Epilogue	4CD5E0781456E7A5
Preacher Middle	4CD5E0441456E7A5
Preacher Epilogue	4CD5E07C1456E7A5
Agent Stone Middle	4CD5E0481456E7A5
Agent Stone Epilogue	4CD5E0801456E7A5
Mr. Grim Middle	4CD5E04C1456E7A5
Mr. Grim Epilogue	4CD5E0841456E7A5
John Doe Middle	4CD5E0501456E7A5
John Doe Epilogue	4CD5E0881456E7A5
No Face Middle	4CD5E0541456E7A5
No Face Epilogue	4CD5E08C1456E7A5
Bloody Mary Middle	4CD5E0581456E7A5
Bloody Mary Epilogue	4CD5E0901456E7A5
Dollface Middle	4CD5E05C1456E7A5
Dollface Epilogue	4CD5E0941456E7A5
Raven Middle	4CD5E0601456E7A5
Raven Epilogue	4CD5E0981456E7A5
Mr.Kane&Son Prologue	4CD5E02C1456E7A5
Mr.Kane&Son Epilogue	4CD5E09C1456E7A5
Axel Epilogue	4CD5E0A01456E7A5
Cage Epilogue	4CD5E0A41456E7A5
Black Epilogue	4CD5E0A81456E7A5
SweetTooth Middle	4CD5E0741456E7A5
SweetTooth Epilogue	4CD5E0AC1456E7A5
Enemies = Sitting Ducks	1C87CB4015F6E79D
	1C87CB441456E7A5
	1C87D28C1456E7A5
	1C87AA641456E7A5
	1C87AA681456E7A5
Idiot AI	1C87CB4015F6E79D
	1C87CB441456E7A5
Crazy Taxi	
(M) Must Be On	EC907FE0143C2534
Inf. Fare Time	4CBA872C1456E00C
Max Cash Earned	1CBA840817E9C70C
Big Drift Combo	4CD23A781456E404
1. Balloon Left	4CD23C3C1456E7A6
R1+L3=Speed Burst	0CD237301456E59D
	4CA7267E1456E29A5
L3=Ultra Speed	0CD237301456E5A5
	4CA7267E1456E1FA5
Square = More Time	0CD237301456E6A5
	4CBA84F41456E7A5
Select = No Time	0CD237301456E6A5
	4CBA84F41456E7A5
999 Customers	4CD23E0C1456E404

at the Game Menu screen. Now Fungula and Katze will now be available as playable characters.

Another World: On the title screen (where "Press Start Button" is flashing), press Triangle, Left, Right, Triangle. A sound will play and an icon will appear in the upper-right corner of the screen to indicate that the trick worked. Choose the 1P Puzzle mode and all of the stages will be changed to new puzzles.

Swing Away Golf

Unlock All Golfers: On the main menu screen, press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg and Steven) will now be available.

Tekken Tag Tournament

Begin with Tag Partner: Hold the Tag button on the loading screen until the match begins.

New Armor King Costume: Beat Arcade mode with Armor King, then at the character select screen, highlight Armor King and press START.

Tekken Bowl: Use Ogre to unlock True Ogre.

Jukebox: Get a score of 200 or more in Tekken Bowl.

Unreal Tournament

Invincibility: In the middle of the game, press START to pause. Then press Square, Circle, Left, Right, Circle, Square.

Level Skip: In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left, Circle.

999 Ammo: In the middle of the game, press START to pause. Then press Left, Right, Circle, Circle, Circle, Right, Left.

Level Select: In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.

Stealth Mutator: From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.

Fatboy Mutator: From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

Wild Wild Racing

All Cars and Challenges: On the main menu screen, access the options. On the options screen, press and hold the Square button. While holding Square, press Up, Circle, Down, Circle, Left, Right, Left, Right, Circle. A new option called "Secret" will appear underneath the rest of the options. Access this new option and you will be able to turn all of the classes and challenges on. Next, go back to the main menu and choose Single Player. Enter your name as NORTEND and

Star Wars: Super Bombad Racing

Enter the following codes on the main menu screen.

Speed Start: Press and hold X+R2 immediately before the final race light appears.

Super Speedy Mode: L1, L1, L1, L1, R2, Square.

Super Arena Mode: Up, Up, Down, Down, Left, Right, Left.

Grrl Power Enabled: Down, SELECT, Up, SELECT, Left, Right, SELECT.

Java Language: SELECT, SELECT, SELECT, Square.

Battle Droid Language: SELECT, SELECT, SELECT, Up.

German Language: SELECT, SELECT, SELECT, L1.

Spanish Language: SELECT, SELECT, SELECT, R1.

French Language: SELECT, SELECT, SELECT, R2.

Italian Language: SELECT, SELECT, SELECT, L2.

English Language: SELECT, SELECT, SELECT, Circle.

Slip 'N Slide Mode: Left, Right, Square, Circle, L1, L2.

Backward Racers: L2, L2, L2, L2, Circle, SELECT.

Super Spinning Mode: Up, Left, Down, Right, Left, Up, Down.

Super Honk: Circle, Circle, Circle, Circle, L2, SELECT.

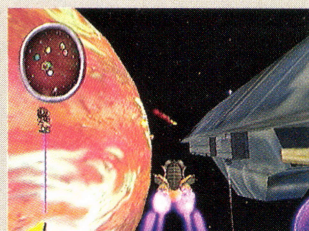
Death Star Power-up: R1, R1, R1, R1, Up, Left.

Infinite Boost: L1, R2, L2, R2.

Unlock Space Freightier Arena: L1, R1, SELECT, Circle.

All Racers Are Shaak: Up, Right, Down, Left, SELECT.

All Racers Are Kaadu: L1, R1, L2, R2.



you will hear a voice say, "Wild Wild Racing." Now go back to the Options and access the "Secret" option again. Another new option will appear called "Top Secret." In here, you can turn on All Cars, All Upgrades, I.C.V. and Saucy.

X Squad

On the main menu screen, enter these codes to start your game with more weapons, ammo and items. You will hear a gunshot if the codes were entered correctly.

Michael's 9mmS+99 Ammo: Square, Circle, Triangle.

Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo and No Limit on Weight: Triangle, Circle, Square.

Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar: Circle, R1, Circle, L1, Triangle, R2.

Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: L2, Square, R2, Triangle, L1, Circle, R1.

All Weapons (Beginner)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP:

Triangle, Square, Circle, Square, Triangle, Circle.

All Weapons (Intermediate)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: L1, L1, L2, L2, R1, R1, R2, R2.

All Weapons (Advanced)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: Circle, Circle, Circle, Circle, Triangle, Square, Square, Square, Square.

Zone of the Enders

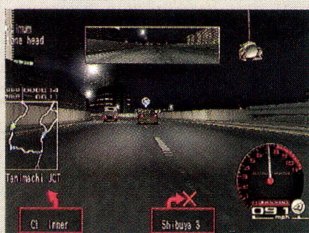
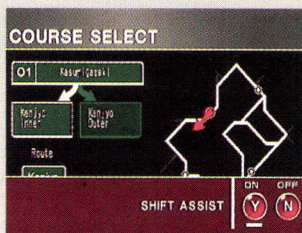
Health and Ammo: In the middle of the game, press START to pause. Then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammunition will be refilled. The consequence of this trick is that your level will decrease each time you enter the code.

Versus: On the title screen (where it says, "Press Start Button"), press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. You will hear a sound to confirm that the code was entered correctly. Now press START and scroll through the main menu options until you reach "Versus." Choose this option to fight a one-on-one battle with the computer or a second player.

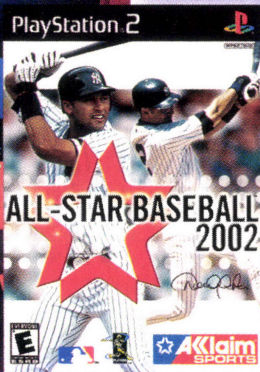
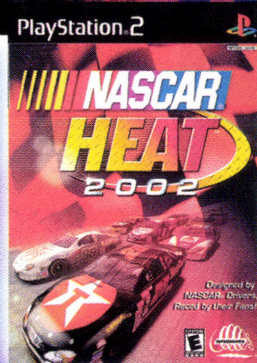
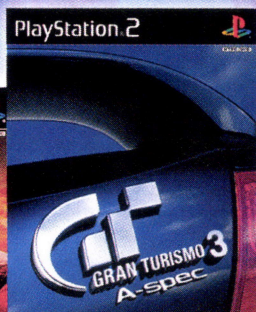
Tokyo Extreme Racer Zero

Hanging Toy: On the "Shift Assist" screen, press and hold R1. While holding it, press the X button to choose your transmission. Keep hold-

ing R1 until the game screen appears. In the first-person view, you will see a hanging toy on the upper-right side of your car.



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GameShark Codes

Coaster Works

[M] Must Be First 9C5D88F8
99 Memory Loss Riders
CACAFCC300000063
99 Blacked Out Riders
CABAFCC300000063
99 Thrown Up Riders
F684B2EC00000063
99 Queasy Riders
20BDEC5400000063
99 MPH Score 5465EED60000009F
10 G Score 5595EED600000064
200 Thrill Score 8A3C719C000000C8
100 Safety Score

A96DEAE00000064
Press X For Super Boost
FD12A87AA0704D9E
89DC719D00004100

Press Y For Short Boost
FD12A87AA0704DDE
89DC719D00004020

Unlock All Parks 47DC23920705081
66556CA800000003
666BECA8E0705061
666DECA800000303
98FE009EE0705061
98F8009E00000303
A6CBEFB2C0705041
A6CD6BF200000003

[M] Must Be Last 245EECA9

Confidential Mission

[M] Must Be First 9C5D88F8
Inf Credits 5875E8AD00000008
High Score P1 2D1C6FA5000F423F
25FC6AF3000F423F

[M] Must Be Last 245EECA9

Crazy Taxi 2

[M] Must Be First 9C5D88F8
Super Break Press A

9D2E1FE820704E1E
64DDEE3400000000

Reverse Turbo Press A+X
9D2E1FE8A0704D5E
64DDEE3400000C537

[M] Must Be Last 245EECA9

Project Justice

[M] Must Be First 9C5D88F8
Infinite Health P1

89BC616E000000C8
Infinite Health P2

75E32AB0000000C8
Low Health P1 89BC616E00000000
Low Health P2 75E32AB000000000

50% Health P1 89BA616EC0705038
50% Health P1 89BC616E00000064
50% Health P2 75E52AB0C0705038

50% Health P2 75E32AB000000064
Extra Characters C66AE3E10000FFFF

P1 Max Burning Vigor Gauge
EAA873DC000000500

P1 No Burning Vigor Gauge
EAA873DC000000000

P2 Max Burning Vigor Gauge
CA9AEC2C000000500

P2 No Burning Vigor Gauge
CA9AEC2C000000000

[M] Must Be Last 245EECA9

Record of Lodoss War

[M] Must Be First 9C5D88F8
All Spells 646F2C84E0703041

209030A1
Mythril Blade Equipped

3A8EE56100000016
[M] Must Be Last 245EECA9



Dreamcast

4 Wheel Thunder

Super Start: When you begin your race, wait for the countdown to reach "Go." As soon as this

appears, press L-Trigger+A at the same time. **Clean Pause:** While the game is paused, press Y+X simultaneously to get rid of the text and see a clean action shot of your current game.

Infinite Slot Machine Retries: Once you finish a race, save your game. You may be awarded with a slot machine jackpot bonus game after the race. If you do poorly on the slots or just want to try it again, just load up your saved game and the slot machine will be available to play once again. You can do this as many times as you want.

Aerowings 2: Airstrike

Get Everything: When you begin your game, abort Training Mode and get to the "Game Select" screen. While on this screen, hold L-Trigger+X. With these held, press Y. You will hear a voice to confirm the code was entered correctly.

Bangai-0

Level Select: When you are asked to enter your initials, put in the pale gopher symbols for all three initials, then choose "Start Game." When the Level menu appears, scroll Left or Right to choose your starting level.

Hidden Options: Choose Exit from the Level menu, then go back to the main menu and pick Game Options. Scroll down and choose "Done." You will now access a new menu called "Secret Garden." Now you can choose the size of Riki and Mami's shots, the size of the debris, choice of background and Invincibility!

Crazy Taxi 2

Enter these tricks from the driver select screen.

No Arrows: Press and hold the START button and then press A. "No Arrows" will show up on the lower-right side of the screen. You will have to rely on your passengers' directions to get to your destinations.

No Destination Mark: Press and hold the Y button and then press A. "No Destination Mark" will show up on the lower-right side of the screen. You will have to rely on the arrows to guide you to the correct spot to stop your taxi.

Expert: Press and hold the Y+START button simultaneously and then press A. "Expert" will show up on the lower-right side of the screen. This is a combination of No Arrows and No Destination Mark.

New Views: (Note: You must have another controller plugged into port 3 of your Dreamcast for this trick to work.) Take the controller in port 3 and hold START. While holding this button, press any of the following buttons for these results.

Y = Third Person View.

X = Toggle between Counter Clockwise and Clockwise Rotation.

A = Normal View

B = Toggle between Left Side Panel View, Front View and Rear View. (While in this mode, press the following commands to get even more views. Left = Left Side Panel View, Right = Right Side Panel View, Up =

Unobstructed Front View).

L-Trigger = Change arrow color to blue.

Dave Mirra Freestyle BMX

From the main menu, choose Proquest mode. Now enter these codes on the following screens for various results. You will hear a sound when they are entered correctly.

Slim Jim: On the select rider screen, press Down, Down, Left, Right, Up, Up, Y. You will hear a sound. Move Left until Slim Jim appears.

Unlock Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Y.

Styles Unlocked: On the "Style" screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Daytona USA

Speed Start: On a track where you don't have a rolling start, such as Dinosaur Canyon, wait for the countdown and hold the R-Trigger about halfway down so the RPM pointer is in the yellow part of the gauge. When the countdown hits 2, press and hold the L-Trigger button. As soon as you see the word, "Go," let go of the L-Trigger and press the R-Trigger all the way down, and you will get a speedy start that will put you ahead of many of the cars on the track.

Grand Theft Auto 2

On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.

Invincibility: INFINITY

99 Lives: BIGCATS

Every Weapon: BIGGUNS

Level Select: SESAME

Recover Weapon After Death: LOSTTOYS

Double Damage: DBLWAMMY

Unlimited Electric Gun: BIGFRIES

No Police: LAWLLESS

Get the 5X Multiplier: BOYAKASH

Max Respect from All Gangs: ALLFRIEND

More Blood: WOUNDED

Get \$500,000: MUCHCASH

Get \$9,999,999: ULTIMATE

Pedestrians Are Elvis: ERRHUH (Note: If you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")

Unlimited Flame Thrower: TOASTIES

Invisible Player: SCOOBYDO.

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.

Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, L, L, R, START.

Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.

Unlimited Credits in Original Mode:

Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.

Bonus Cats: Shoot a cat and it will lead you toward a bonus item.

Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

Kao the Kangaroo

In the middle of the game, press START to pause. Now choose the "Back to Map" option. On the map screen, first hold L-Trigger+R-Trigger, then, while holding these buttons, enter the following codes.

Level Select: Up, Down, Right, Left, Up, X.
Level Skip: Up, Up, Left, Down, X. The next level will turn from black and white to color.
Extra Glove: Down, Right, Left, Down, A.
Extra Checkpoint: Up, Right, Down, Left, A

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Raziel: Hold L-Trigger and press Left, B, Up, Up, Down.

Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Looney Toons Space Race

From the main menu, access the options. In the "Options" screen, access "Cheats." On the "Cheats" screen, enter any of these codes for the results as shown. The screen will flash and Foghorn Leghorn will say, "There y'are. Have fun!"

Unlock Off-World City Limits 1: DURNIDGIT

Unlock Off-World City Limits 2: PALOOKA

Unlock Galactorama Park 1: YOIKS

Unlock Galactorama Park 2: DODGPARRY

Unlock the Pyramids of Mars 2: SCWEWBALL

Unlock Wild West Quadrant 1: HOGGRAVY

Unlock Planet ACME 2: MAROON

Unlock The Nebula: MRFUZZY

Unlock Marvin the Martian: REDWAGON

XG

this process to develop your Seaman more rapidly. Remember to clean the tank and heat it each time to make sure he's growing well.

Sega Smash Pack: Vol 1 (Sonic the Hedgehog)

Mess With the Demo: While the Demo is playing, press and hold X+A+B. Sonic will run into walls, jump into enemies, etc.

Slow Motion, Frame Advance and Restart: On the title screen, press Up, B, Down, B, Left, B, Right. You will hear a sound to confirm that the code was entered correctly. In the middle of the game, press START to pause. Pressing X will reset the game and bring you back to the title screen. Holding A will enable slow motion play. You must hold A the entire time for slow motion to continue. Pressing B will advance one frame of animation. Keep pressing B while moving to continue advancing frames.

Debug: On the title screen, press Up, B, Down, B, Left, B, Right. You will hear a sound to confirm that the code was entered correctly. Now hold the X button and press START. Keep holding X until the first level appears. If you see a jumble of letters and numbers on the top-left of the screen, you will know you did the code correctly. Press A to change Sonic into a ring. After this, you can press X repeatedly to cycle through different objects in the game. Once you get to an object you want, press B to place it on the screen. You can place a multitude of objects anywhere you want throughout the level. To change back to Sonic, press A again.

Level Select: On the title screen, press Up, Down, Left, Right. You will hear a sound. Then hold X and press START. A Stage Select screen will appear where you can choose any level, special stage and sound select.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed by an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Spider-Man

On the main menu screen, highlight and enter the "Special" option. Then move down and access the "Cheats" option. From here, enter any of these passwords.

Level Select: MME WEB

Unlimited Webbing: GLANDS

Invulnerable: ADMNTIUM

Movie Viewer: CINEMA

Character Viewer: RGSGLRLY

Full Health: WEAKNESS

Game Comic Covers: KIRBYFAN

Comic Collection: FANBOY

"What If?": CONTEST: UATUSEES

Pulsating Head: EGOTRIP

Stick Spidey: STICKMAN
Quick Change Costume: SM LVIII

Amazing Bag Man Costume:

KICK ME

Scarlet Spider Costume: XILTRNS

Symbiote Spidey Costume:

SECTWAR

Peter Parker Costume: MRWATSON

Spidey 2099 Costume: MIGUELOH

Ben Reilly Costume: CLUBNOIR

Spidey Unlimited Costume: SYNOPTIC

Captain Universe Costume:

TRISNTNL

Storyboard Viewer: ROBERTSON

Everything: LEANEST

Star Wars Episode 1: Jedi Power Battles

Jedi Power Battle Mode: On the main menu screen, choose "New Game" and start a two-player game. In the middle of play, take controller 1 and press and hold R-Trigger+X+Y+B. With these held, press A. This will allow you to damage your partner. To turn this mode off, just do the trick again.

Street Fighter Alpha 3

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold START and press A. The regular Akuma will now be Shin Akuma.

Play as Super M. Bison: First, beat the game with a World Tour character on Level 8 without continuing. Once you do this you can hold START and press A to select Super M. Bison.

Tomb Raider Chronicles

Special Features: During the game, press START to pause. Access the "Inventory" screen and then access the "Timex-TMX" option. Press A to get to the "Statistics" screen. Now, press and hold the Y button for about five seconds, and then let go. After letting go of the button, the "Secrets Found" statistic should read 36/36. Exit the game and go back to the main menu screen. Access the options and then enter the "Special Features" option. All of the storyboards and galleries will now be opened.

Second Story: On the main menu screen, have the "New Game" option highlighted, then press and hold L-Trigger+R-Trigger+Down. Hold these buttons until the game loads. This will bring you to the Russian Base, which is the Second story in the game.

Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Left. Hold these buttons until the game loads. This will bring you to Black Isle, which is the third story in the game.

Fourth Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Right. Hold these buttons until the game loads. This will bring you to the Tower Block stage, which is the fourth story in the game.

Tony Hawk's Pro Skater 2

Press START to pause in the middle of a game. Now, press and hold L-Trigger. While holding it, enter any one of the codes shown below. The screen will shake if the code was entered correctly.

Low Gravity: A, X, Left, Up, Down, Up, X, Y.

Slow Motion Tricks: B, Up, Y, X, A, Y, B.

Wire Frames: Down, B, Right, Up, X, Y.

No Texture Maps: Down, Down, Up, X, Y, Up, Right.

Flashing Ramps: Down, Up, X, B, Up, Left, Up,

Sonic Adventure 2

Chao's Pumpkin Head: From the stage select screen, choose Rouge or Knuckles and go to the Chao Garden. Start digging the ground until you find a pumpkin. If you give it to a newly

hatched Chao, it will play with the pumpkin and then throw it. If you give it to a more advanced Chao, it will put the pumpkin on its head!



A. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: B, Right, Up, Left, Y, B, Right, Up, Down.

Unlock Trixie: Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A. Trixie will be unlocked once your time runs out.

Floating Skater: From the main menu screen, press and hold the L-Trigger button. While holding it, press Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press A to jump and then hold A in the air to start rising up! Hold Y to hover above the ground. Use L-Trigger and R-Trigger to strafe left and right. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press A and then hold A again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.

Ultimate Cheat: A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. This will give you access to tons of cheats including Officer Dick, Spider-Man, tons of money, etc.

Big Head: X, B, Up, Left, Left, X, Right, Up, Left. Exit the stage and enter it again to see the results.

Full Special Meter: A, Y, B, B, Up, Left, Y, X.

Turbo Stater: Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.

Toggle Blood: Right, Up, X, Y.

Unreal Tournament

Level Skip: From the main menu, choose Tournament. Begin a new game. Choose your name, skill level and skin. Then begin the Deathmatch. On the match select screen, choose Oblivion. In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left. The game will take you back to the match select screen, and the next level will be open to play. Do this trick multiple times to open up every level and new ladders along the way.

Invincibility: In the middle of the game, press START to pause. Now press Left, Left, Right, Right, Down, Up.

Full Health: In the middle of the game, press START to pause. Now press Down, Down, Down, Left, Up, Right.

Full Ammo: In the middle of the game, press START to pause. Now press Left, Right, Left, Right, Right, Left.

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on

"Game Status," choose your player with A, then press L-Trigger+R-Trigger simultaneously. From here, you can enter these passcodes for the results shown below. If you entered them correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you are done with a code, you will have to press L-Trigger+R-Trigger in order to enter a new one.

No Enemies: HOME_ALONE

No Delay Firing: RAPID_FIRE

Monster Wheels: GO_MONSTER

Suspended Cars: JACK_IT_UP

Heavier Cars: GO_RAMMING

Increased Enemy Attack: UNDER_FIRE

Deadlier Missiles: BLAST_FIRE

CPU Picks Features: QUICK_PLAY

Quick Vehicles: MORE_SPEED

Slow Vehicles: GO_SLOW_MO

Floating Cars: NO_GRAVITY

No Wheel Attachment Icons: DRIVE_ONLY

Sequence of Movies: LONG_MOVIE

Wild Metal

In the middle of your game, press the following buttons to unlock these new game features (note: Right, Left, Down, and Up are D-Pad commands).

Invincibility: Y, Right, B, Left, X, Down.

Friendly AI Units: B, Down, A, Down, X, Y.

Boost: Up, X, Down, B, A, Y.

All Weapons: A, A, Right, Y, A, Right.

Maximum Health: Down, Down, A, X, B, X.

Show All Token Locations: Y, B, A, Left,

Down, Down.

World Series Baseball 2K1

Automatic Batting Aim: When your man is up to bat, move the Analog Stick slightly in any direction. While keeping a hold on the Analog Stick, wait until the pitch and the cursor will automatically follow the ball for perfect aim. (This trick will work in the default Rookie Mode setting.)

Zombie Revenge

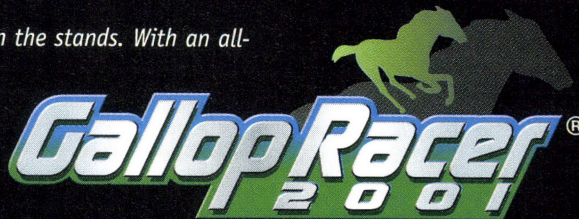
Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.

Costume Change: On the character select screen, highlight a character and hold START. While holding START, press the X, Y or B buttons for a new costume.



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PlayStation 2





GameShark Codes

Batman Beyond

Press L For Super Key D01B802D0020
812085242000
Press Z For One Hit Boss Kills
D01B802C0020
801FC5970000

Mario Party 3

Enable Code (Must Be On)

Unlock Mini-Games 810824D02400
810CC0DEFFFF
810CC0E0FFFF
810CC0E2FFFF
810CC0E4FFFF
P1 Always Rolls 10 800CDBD5000A
P1 Always Rolls 1 800CDBD50001
P2 Always Rolls 10 800CDC21000A
P2 Always Rolls 1 800CDC210001
P3 Always Rolls 10 800CDC6D000A
P3 Always Rolls 1 800CDC6D0001
P4 Always Rolls 10 800CDCB9000A
P4 Always Rolls 1 800CDCB90001
P4 L+C Up - Max Coins P1
D10D554C0028
810D111203E7
P4 L+C Right - Max Coins P2
D10D554C0021
810D1114A03E7
P4 L+C Left - Max Coins P3
D10D554C0022
810D1118203E7
P4 L+C Down - Max Coins P4
D10D554C0024
810D111BA03E7
P4 A+C Up - Max Stars P1
D10D554C8008
800D11160064
P4 A+C Right - Max Stars P2
D10D554C8001
800D1114E0064
P4 A+C Left - Max Stars P3
D10D554C8002
800D111860064
P4 A+C Down - Max Stars P4
D10D554C8004
800D111BE0064
P4 B+C Up - No Stars P1
D10D554C4008
800D11160000
P4 B+C Right - No Stars P2
D10D554C4001
800D11160000
P4 B+C Left - No Stars P3
D10D554C4002
800D111860000
P4 B+C Down - No Stars P4
D10D554C4004
800D111BE0000
P4 A+C Up/Max Hearts P1
D10D554C8008
800D11160005
P4 A+C Right/Max Hearts P2
D10D554C8001
800D1114E0005
P4 B+C Up/No Hearts P1
D10D554C4008
800D11160000
P4 B+C Right/No Hearts P2
D10D554C4001
800D1114E0000
P4 L+R For First Turn 810D554C0030
800CD05B0001
P4 R For Last Turn 810D554C0010
800CD05B0063

Paper Mario

Always 100% Runaway 8129FC242A00
No Random Battles 810B0F1A1900



Nintendo 64

All-Star Baseball 2001

On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.

Big Ball Mode: BCHBLKTPTY
Ball Trail Mode: WLDWLDWST
Aluminum Bats: HOLLOWBATS
Small Players: TOMTHUMB
Blurred Graphics: MYEYES
Float to Dugout After an Out: FLYAWAY
Blackout Mode: WTOTL

Banjo-Kazooie

First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and look up at the picture again—now you get a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stamping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in NOBONUS.
Big Head Banjo: BOTTLESBONUS
Banjo Big Hands and Feet: BOTTLESBONUSTWO
Big Kazooie: BOTTLESBONUSTHREE
Tall Skinny Banjo: BOTTLESBONUSFOUR
Tall Skinny Banjo with Big Hands and Feet: BOTTLESBONUSFIVE
Big Everything (Including Kazooie): BIGBOTT LESBONUS
Washing Machine Banjo: WISHYWASHYBANJO
Secret Codes: First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. (Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter CHEAT every time before putting in any of these codes.)
Infinite eggs:
BANJOBEGSFORPLENTYOFEGGS
Infinite lives:
LOTSOFGOESWITHMANYBANJOS
99 Mumbo tokens:
DONTBEADUMBGOSEEMUMBO

Bombberman 64

Here's where to find some of Bombberman's optional outfit parts.

Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge.

Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.
Extra Battle Mode Stages: Press START at the title screen. When the main menu screen appears, press START rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

Conker's Bad Fur Day

From the main menu (where you can choose chapters, options, etc.), access the options screen. Move down and select "Cheats." On the "Cheats" screen, put in any of these passwords for the results as shown.

50 Lives: BOVRILBULLETHOLE

Easy Game: EASY

Very Easy Game: VERYEASY

Play as Weasel Henchman in Multi Games: CHINDITVICTORY (Deathmatch and Race games.)

Play as the Cavemen in Multi Games: EATBOX (Deathmatch and Race games.)

Play as Villager and Zombies in Multi Games: BEEFCURTAINS (Deathmatch and Race games.)

Play as Sergeant and Tedi Leader in Multi Games: RUSTYSHERIFFSBADGE (Deathmatch and Race games.)

Play as Grim Reaper and Skeleton in Multi Games: BILLYMILLROUNDABOUT (Deathmatch and Race games.)

Play as Conker in Multi Games: WELLYTOP (Deathmatch and Race games.)

Play as Neo Conker in Multi Games: EASTEREGGSRUS (Deathmatch and Race games.)

Decapitation Effect in Deathmatch: SPUNK)OCKEY (In the Multi Deathmatch (skull icon) game, choose a one-player game. When you have a sword or chainsaw, hit an opponent. Some of the time you will get a cool rotation effect with the decapitation, but it is random.)

Open Heist Chapter: CHOCOLATESTARFISH

Open It's War Chapter: BEELZEBUBSBUM

Open Spooky Chapter: SPANIELSEARS

Open Uga Buga Chapter: MONKEYSCHIN

Open Soprano Chapter: ANCHOVYBAY

Open Bats Tower Chapter: CLAMPIRATE

Open Barn Boys Chapter: PRINCEALBERT

Open All Chapters and Scenes: WELDESRBENCH

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!

Play Arcade Donkey Kong Anytime: You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by

beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Dr. Mario 64

S-Hard in Story: From the main menu screen, choose "Story." After choosing a name, go to the "Story" menu and move down to "Game Lv." Highlight the Hard difficulty setting and press the Z button to get the S-Hard difficulty setting.

Hard and S-Hard in Vs. Computer: From the main menu screen, choose "Vs. Computer." After choosing a name, go to the "Vs. Computer" menu and choose your player. When choosing the computer player, press and hold L-Shift. While holding L-Shift, press A. The computer's level will increase one star to give it the Hard difficulty level. For S-Hard level, hold L-Shift and press B.

F-Zero X

All Vehicles, Tracks and Difficulties: On the title screen, press START to get the mode select screen and enter L-Shoulder, Z, R-Shoulder, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the select course screen, a new set of random tracks called the X Cup will also be opened. Also on the select machine screen, you will now have access to every vehicle in the game!

Shrink Vehicles: On the vehicle selection screen, press and hold L+R-Shoulder+Up-C+Down-C+Left-C+Right-C. The cars will shrink!

Color Change: On the vehicle customization screen, press the R-Shoulder to change the color of your car. Keep pressing the R-Shoulder until you get the color you want.

Vehicle Rotation: On the vehicle customization screen, press any of the C buttons to rotate your vehicle in any direction.

Kirby 64: The Crystal Shards

Unlimited 1-Ups: Blue Stars replace Crystal Shards when you reenter a cleared level, and you can return to a level you've already conquered and pilfer its Blue Stars till you get all the 1-Ups you'll ever need. To do this quickly, go to a level where the Crystal was found near the beginning (Level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the win-



dow. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb right back at you!

Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Shallow the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. *Note: If you cover a needed weapon, you may not get it back!*

Lode Runner 3D

World Select: While in a level press START to pause the game and hold the Z-Trigger. While holding Z, press R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. A tone will sound and the option "Unlock Worlds" will appear. Highlight the option and turn it to "Yes" to access all the worlds.

Mace: The Dark Age

These tricks will give you extra characters in the game and another trick as well! Just follow the methods for the results shown below:

War Mech and Ichiro: When the "Legal" screen appears, press Down, Right, Up, Left. You will hear a sound, and you may now choose them from the character select screen.

Grendal: Win three matches against three human opponents. After three wins, go back to the character select screen and press and hold START on the Executioner. Choose him with button A or B.

Ned the Janitor: On the character select screen, press the START button on the following characters in this order: Koyasha, Executioner and Lord Deimos. Then go to Xiao and press the A or B button.

Pojo the Chicken: Choose Taria and defeat a human opponent with her Execution move (stand about Foot Sweep-distance away, hold the Strong button and let go). Before the next match, press START on Controller Two. Back at the character selection screen, move down to Taria's profile and hold the START button. Pojo will appear in place of Taria! Keep holding the START button and press A or B to choose the chicken. On this screen, player two may also pick Pojo by holding START on Taria's profile.

Small Mode: While playing in VS. Mode (both controllers plugged in) go to the character select screen. Highlight and press the START button on each of these characters in this order: Takeshi, Al' Rashid, Ragnar and Xiao Long. After doing so and if time permits, you may choose a different character. Then when you begin the match, you should start off in Small Mode!

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.
20-Yard First Downs: FIRSTIS20
100-Yard Passes: PIGSKINSFLY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QBINTHECLUB
Less Penalties: REFIISBLIND

Weird Scoring Rules: DRBENWAY
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUITTHERE
All-Madden Team: TEAMMADDEEN
EA Sports Team: WEARETHEGAME
Industrials Team: INTHEFUTURE
Marshalls Team: COWBOYS

Mario Golf

Password Screen: At the main menu, highlight the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.

Toad Highlands Tournament: Put in KPXWN9N3 as the password.

Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.

Left-Handed Golfers: On the character select screen, hold the L-Shoulder and choose a character.

First Camp Hyrule Cup: Enter 0EQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.

First Camp Hyrule Cup: Enter 5VW689O6 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Mario Tennis

From the main menu, access the "Special Games" option. In the Special Games menu, choose the Ring Tournament. Now, on the "Code Entry" screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the mariotennis.com website.

Mario Cup: A3W5KQA3C

Luigi Cup: M1C2YQM1W

Peach Cup: OF9XFQOFR

Donkey Kong Cup: MM55MQMMJ

Wario Cup: UOUFMPUOM

Walugi Cup: LA98JRLAR

Bowser Cup: N24K8QN2P

Mariotennis.com Cup: 48HWOR482

Blockbuster Cup: ARM6JQARU

Monster Truck Madness 64

Enter these passwords for the results shown below.

Low Rider Trucks: YRDR (All of your trucks have low rider wheels.)

Unlimited Missiles: Y_WNT_T (While playing a game, press Left to fire the missiles.)

Gut Noises: BRPS (While playing a game, press Up to hear various burping noises.)

Programmer Textures: JMPNG (This will change all the game's ground textures into black and white pictures of the game's programmers.)

Strange Mode: JMPR (You will see a change in the graphics.)

Mortal Kombat 4

Cheats Menu: From the main menu, access the options. In the options screen, highlight the "Continues 3" option. Then hold the Block+Run buttons at the same time for about 10 seconds, or until a secret menu appears. Once you see the secret "Cheats" menu, you will be able to turn on and off endings, fatalities and level fatalities!

Play as Goro: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up three times and Left once (highlighting Shinnok). Next, press Run+Block simultaneously. When you go to the first round of the fight, you will

be playing as Goro!

Play as Noob Saibot: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up two times and Left once (highlighting Reiko). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!

NASCAR 99

Hidden Announcer Car: To play as the commentator, Benny Parsons, choose a Single Race from the main menu. On the "Single Race" screen, move down to "Select Track" and choose the Richmond Track. Now move up and highlight the "Select Car" option. With this option highlighted, enter the following code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L-Shoulder, Z, Z.

NBA Courtside 2: Featuring Kobe Bryant

Three New Teams: At the main menu screen, highlight either "Quick Play" or "Arcade Play." Now press and hold C-Right+A simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the team select screen, scroll over until you see three Special Teams: the Nintendo Plumbers, Left Field Lefties and the Nintendo Gamers.

New Tetris, The

Turbo Mode: Select Single Player Mode, enter 2FAST4U as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.
Turbo CPU Mode: Select Single Player Mode, enter Al2EZ4U? as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly while your blocks will remain at normal speed.
Music Kaleidoscope: Enter the "Audio Options" screen and set the song to "Haluci" and the music mode to "Choose." Then select Single Player Mode, enter HALUCI as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. *Note: The Nintendo 64 must be reset to quit this mode.*

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Infinite Turbo: 5, 1, 4, Up.

Fast Turbo Running: 0, 3, 2, Left.

Power-Up Offense: 3, 1, 2, Up.

Power-Up Defense: 4, 2, 1, Up.

Power-Up Teammates: 2, 3, 3, Up.

Power-Up Blockers: 3, 1, 2, Left.

Super Blitzing: 0, 4, 5, Up.

Super Field Goals: 1, 2, 3, Left.

No Interceptions: 3, 4, 4, Up.

No Random Fumbles: 4, 2, 3, Down.

No First Downs: 2, 1, 0, Up.

No Punting: 1, 5, 1, Up.

Allow Stepping out of Bounds: 2, 1, 1, Left.

Fast Passes: 2, 5, 0, Left.

Turn Off Stadium: 5, 0, 0, Left.

Lights Out: 5, 3, 4, Down.

Late Hits: 0, 1, 0, Up.

Show Field Goal Percentage: 0, 0, 1, Down.

GameCube Practice

Star Wars:

Rogue Squadron

Naboo Fighter: Enter HALIFAX? and ignore the incorrect entry sound. Next, enter !YNGWIE! as a second passcode and a Naboo Starfighter from Star Wars Episode 1: The Phantom Menace will be between the X-Wing and V-Wing at the ship selection screen. The new fighter will be available in any mission that does not require a Snowspeeder or T-16 Skyhopper. To disable the code, enter HALIFAX? as a first passcode and anything else as a second passcode.

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.

Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen.

Resident Evil 2

On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter the following button sequences for the results as shown.

Invincibility: On the saved games screen, enter Down, Down, Down, Down, Left, Left, Left, Left, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder, Up-C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen.

Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L-Shoulder, R-Shoulder, L-Shoulder, R-Shoulder, Right-C, Left-C. Once you enter the code correctly, you will be taken back to the previous screen. Your ammunition will go down to zero, but you can keep firing and it will never run out!

WaveRace 64

Ride the Dolphin: There is a way to ride the dolphin in WaveRace 64! Choose Stunt Mode from the Main Menu. Select your watercraft. Now, you must make sure that you choose Dolphin Park on the Course Select Screen. Now you will begin your race. To get the trick to work, you must pass through every ring and perform every stunt within the course. Once you do this, you will hear a dolphin squeak at you. Now go back to the Main Menu and choose Championship Mode with the skill of Normal. Pick the Warm Up and when choosing your watercraft, hold Down on the analog stick and press the A button until you start your race. Now you will be in Dolphin Park riding on the back of a dolphin instead of your watercraft!



James & Joanna

GoldenEye 007

Bond Photos (GameShark): This GameShark code reveals pictures, on the selection screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter A002B19B 00... as a password. For the two spaces, enter 01 to see Roger Moore, 02 to see Timothy Dalton or 03 to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

Same Player in Multiplayer: Plug in four Controllers. Enter Multiplayer Mode and select four characters with each Controller, having players three and four be the duplicates. Then go back to the "Multiplayer" screen and unplug Controllers three and four. Have players one and two choose the players where three and four were. Go back to the "Multiplayer" screen once again and plug players three and four back in. Be sure to change the "Player" option back to four. Now when you begin your match, there should be two of the same character!

Invincibility: Press R-ShoulderLeft, L-Shoulder+Down, Left, Up, Down, R-Shoulder+C-Left, L-Shoulder+C-Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Right, L-Shoulder+C-Left.

Perfect Dark

Press **START** to pause the game. You'll see the **Perfect** menu. Move **Left** or **Right** to **Options** and then access the "Cheats" menu. Each option has different unlockable cheats within each category. Listed here are the categories with the missions and times you need to complete them to unlock the cheats.

Beat Challenges Easily: From the "Perfect" menu screen, use Player 1 and choose "Combat Simulator." On this menu, choose "Advanced Setup." Move down to Load Settings and press A, but don't choose any of the presets yet. Now, using the Player 2 controller, Press **START** and then press Left with the Analog Stick. Move to any unopened challenge (without stars) and press **START**. Choose to accept and start the challenge. Player 2 will now be ready and waiting for Player 1. Go back to the Player 1 controller and choose one of the presets. Back on the "Game Setup" menu, press **START** and you will go into the game. You will be on the Challenge that you chose earlier, but it will only have Player 1 and 2 in it. No simulants will be in the game. Play until the scenario ends (time limit is reached, etc.) and after you go back to the challenge screen, you will see a star in the second position, showing that it has been beaten. This is a great way to unlock all the challenges with ease!

Show Punt Hang Meter: 0, 0, 1, Right.
Use Team Plays: 1, 0, 0, Up.
Hide Receiver Name: 1, 0, 2, Right.
Invisible: 4, 3, 3, Up.
Big Football: 0, 5, 0, Right.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
Team Big Heads: 2, 0, 3, Right.
No Play Selection (2P must agree): 1, 1, 5, Left.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-Up Speed (2P must agree): 4, 0, 4, Left.
Hyper Blitz (2P must agree): 5, 5, 5, Up.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Tournament Mode (2P game only): 1, 1, 1, Down.
Always Quarterback (2P teammate required): 2, 2, 2, Left.
Always Receiver (2P teammate required): 2, 2, 2, Right.
Old Day Stadium: 5, 0, 1, Up.
Old Night Stadium: 5, 0, 2, Up.
Baseball Stadium: 5, 0, 2, Left.
Old Snow Stadium: 5, 0, 3, Up.
Grass Field: 3, 0, 0, Up.
Asphalt Field: 3, 0, 1, Up.
Dirt Field: 3, 0, 2, Up.
Astroturf Field: 3, 0, 3, Up.
Snow Field: 3, 0, 4, Up.
Fog On: 0, 3, 0, Down.
Clear Weather: 2, 1, 2, Left.

Paper Mario

NES Music: As soon as the beginning of a chapter appears, wait until the music stops. Wait a few moments longer and eventually you will hear the Super Mario Bros. theme music from the original Nintendo Entertainment System start to play.

Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

Quake II

Unlimited Ammo in Multiplayer: S3T1 NF1N 1T3S HoTS

Low Gravity in Multiplayer: S3TLoWGR V1TY ????

Final Mission Password: To access the "Password" screen, choose "Load Game," then press B when the list of saved games appears. Now enter F60? VQCH ?BHF DQQL as password.

Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBBC FBBC VBF7 as a password. You will automatically be brought to a timed game and it will be called "Mission 0."

Resident Evil 2

On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter the following button sequences for the results as shown.

Invincibility: On the saved games screen, enter Down, Down, Down, Down, Left, Left, Left, Left, L-Shoulder, R-Shoulder, L-Shoulder, L-Shoulder, Up-C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen.

Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L-Shoulder, R-Shoulder, L-Shoulder, R-Shoulder, Right-C, Left-C. Once you enter the code correctly, you will be taken back to the previous screen. Your ammunition will go down to zero, but you can keep firing and it will never run out!

Hidden Players: On the main menu, choose Load Game. On the "Load Game" screen, enter one of these codes to play as the hidden survivors.

Play as Hunk: Up, Down, Left, Right, Left, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Right, C-Down, C-Left.

Play as Tofu: Up, Down, Left, Right, Left, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Left, C-Down, C-Right.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

All Parts: Press and hold L-Shoulder+R-Shoulder. While holding these, press Z. Release all buttons. Press C-Down, C-Up, C-Left, C-Right. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z.

Invincible: Press C-Right, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder. Press and hold C-Left+C-Down. While holding these, press Z.

Super Tires: Press Z, Z, Z, L-Shift, R-Shift, C-Up, C-Up, C-Left, C-Right, C-Down.

All Cars: Press C-Left, C-Left, C-Left, C-Up, C-Up, C-Up, C-Right, C-Right, C-Right, C-Down, C-Down, C-Down. Press and hold L-Shift+R-Shift+C-Left+C-Up+C-Right+C-Down, then press Z.

Invisible Track: Press C-Right, C-Right. Press and hold L-Shift+R-Shift and press C-Left. Press C-Left, C-Left. Press and hold L-Shift+R-Shift and press C-Right.

Battle Paint Shop: Press Z, Z, Z, C-Down, C-Down, C-Down, C-Left, C-Left, C-Left, C-Right, C-Up, C-Left, C-Down.

Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.

Car Collisions: Hold L-Shift and press Z. Release the buttons and then hold R-Shift and press Z. Release the buttons and hold L-Shift and press Z. Release the buttons and hold R-Shift and press Z.

Tire scaling: Press Z+C-Down+C-Left+R-Shift. Release the buttons and press Z+C-Right+C-Up+L-Shift. Release the button and then press Z, Z, Z.

Frame Scale: Press C-Left, C-Left, then hold L-Shift+R-Shift+C-Right.

Super Speed: Press Z. Hold L-Shift+R-Shift

and press Z. Release the buttons. Press C-Down. Hold L-Shift+R-Shift and press C-Down. Release the buttons. Press C-Up, C-Up, C-Up.

Brakes: Press C-Down, C-Down. Hold L-Shift+R-Shift and press C-Up. Release the buttons. Press C-Up, C-Up. Hold L-Shift+R-Shift and press C-Down.

Track Orientation: Hold L-Shift+R-Shift and press C-Right, C-Left, C-Up, C-Down, Z.

Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.

Car Mines: Hold L-Shift+R-Shift and press Z. Release the buttons. Hold C-Left+C-Down and press Z. Release the buttons. Hold C-Left+C-Up and press Z. Release the buttons. Hold C-Up+C-Right and press Z.

Cone Mines: Press Z+C-Down. Release the buttons. Press L-Shift+C-Left. Release the buttons. Press R-Shift+C-Up. Release the buttons. Press Z+C-Right.

Auto Abort: Press C-Left, C-Up, C-Right, C-Down, Z, L, R, Z, Z.

Resurrect in Place: Press Z+C-Down. Z+C-Right. Z+C-Up. Z+C-Left. Z+R-Shift. Z+L-Shift.

Suicide Mode: Hold R-Shift and press C-Right, C-Up, C-Left, C-Down. Release R-Shift. Hold L-Shift and press C-Down, C-Left, C-Up, C-Right.

Fog Color: Hold C-Up+C-Right and press L-Shift. Release the buttons. Hold C-Down+C-Left and press R-Shift. Release the buttons. Press C-Right, C-Left, C-Right, C-Left.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps) on the cheat screen.

Level Select: LVLSKIPPER
Invulnerable: TURTLE
Full Health: HELP ME
Webbing: STICKYSTUF
Comic Collection: CLTTHMALL
All Slide Shows: SMESTORY
Game Comic Covers: COV VEIW
All Sound Menu: LISTEN
Symbiote Spidey Costume: SYMBSPID
Quick Change Costume: GTATNKFT
Captain Universe Costume: POWCOSMIC
Spidey 2099 Costume: SPTWOKNN
Ben Reilly Costume: DA CLONE
Peter Parker Costume: MISTERMJ
Spidey Unlimited Costume: LIMITED ED
Scarlet Spider Costume: SPID INRED
Everything: TRUBLEVR

Star Wars Episode One: Battle for Naboo

From the main menu screen, enter the options. Access the "Passcodes" option and put in any of these codes.

Advanced Shields: DROIDEKA
Showroom Art Gallery: KOOLSTUF
Development Team Picture: LOVEHUTT
Pink Ship: RUAGIRL?
All Upgrades: OVERLOAD
More Difficult Game: NASTYME
Showroom Concert Hall: WAKEUP
Credits: MEMEME!
Bouncy World: DRJEKYL
Infinite Lives (this cannot be used to obtain medals): PATHETIC
Audio Commentary During the Game: TALKTOME
One Hit Kills (enemies and you): EWERDEAD
Open All Levels: LEC&FIVE (This will open up all the levels and the bonus Trade Federation Secrets level as well).



Super Smash Bros.

Borrow a Life: When playing a team multi-player match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.

Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-Shoulder. While holding L, enter one of the following button combinations. The screen will shake if entered correctly.

Random Locations: Left-C, Right-C, Down-C, Up, Down.

Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.

Slow Motion: Down, Down, Up-C, Right-C, Left.

Turbo Skater: Right, Up, Down, Down, Up, Down.

Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.

All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.

Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different stages. Now you can choose your starting level!

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you walk!

Three Outs: Hold L-Shoulder+R-Shoulder+Z and press Down, Up on the D-Pad or Analog Stick. This is a quick way to end the innings!

Turok 3: Shadow of Oblivion

From the main menu screen, access the "Secrets" option. Choose "Enter New Secret" and put in the passwords as shown below. We hope you know your animals!

Play Chapter 1: Frog, Elk head, Horse, Dragonfly, Wolf head, Rabbit.

Play Chapter 2: Owl, Owl, Horse, Elk head, Elk head, Elk head.

Play Chapter 3: Owl, Rabbit, Bear, Beetle, Frog, Cougar.

Play Chapter 4: Bear, Horse, Raven, Eagle head, Horse, Coyote.

Play Chapter 5: Bear, Dragonfly, Horse, Bear, Frog, Elk head.

Invincibility: Raven, Fish, Eagle head, Bear, Lizard, Rabbit.

All Weapons: Owl, Bear, Owl, Beetle, Hawk, Owl.

Unlimited Ammo: Fish, Elk head, Bull head, Snake, Eagle, Fish.

All Keys: Lizard, Dragonfly, Bull head, Bear, Wolf head, Eagle head.

Headless: Lizard, Elk head, Eagle head, Owl, Fish, Horse.

Big Heads: Cougar, Wolf head, Snake, Rabbit, Lizard, Coyote.

Big Hands and Feet: Lizard, Lizard, Dragonfly,

Horse, Lizard, Coyote.

Skinny: Horse, Eagle head, Snake, Cougar, Beetle, Fish.

Shorty: Frog, Frog, Fish, Beetle, Wolf head, Cougar.

Deathmatch Mannequins: Snake, Bull head, Snake, Frog, Bear, Elk head.

Pen and Ink: Cougar, Horse, Elk head, Fish, Cougar, Hawk.

Gasping: Dragonfly, Bull head, Rabbit, Fish, Eagle head, Raven.

Gouraud: Lizard, Fish, Beetle, Fish, Wolf head, Dragonfly.

Menu Madness: Rabbit, Owl, Horse, Beetle, Bear, Bear.

Clean Screen: Rabbit, Owl, Lizard, Elk head, Fish, Rabbit.

Credits: Elk head, Elk head, Elk head, Elk head, Elk head, Elk head.

Vigilante 8

From the title screen, access the options menu. In the options, go to the "Passcode" option and enter any of the following codes for the results as shown.

Reduced Gravity: A_MOON_GETAWAY

No Enemies Present: POPULATION_OUT

No Damage: LIVING_FOREVER

All Ending Movies to Play in Sequence: LONG_SLIDESHOW

Choose the Same Car or Enemy Car in 2P Quest: MIX_MATCH_CARS

Unlock All Cars Except Flying Saucer: GANGS_UNLOCKED

Unlock the Flying Saucer: GIMME_DA_ALIEN

Unlock Hidden Levels: LEVEL_SHORTCUT

Enhanced Missile: MISSILE_ATTACK

Hardest Difficulty: I_AM_TOUGH_GUY

Slow Motion Mode: GO_REALLY_SLOW

Ultra High-Res Display Mode: MAX_RESOLUTION

No Weapon Delay While Firing: FIRE_NO_LIMITS

Unlock Everything: JTB7CFD1LRMGW

V-Rally Edition '99

Cheat Options: When you are at the screen that says "Press Start," enter L-Shoulder+R-Shoulder, C-Left, C-Right, L-Shoulder+R-Shoulder, START. Now on the main menu screen, hold Z and press L-Shoulder. The word "Cheats" will appear underneath the other options. Now you can unlock cars, choose no time and more!

WCW Backstage Assault

On the main menu screen, enter any of these codes for the results as shown. You will hear a sound when they are entered correctly.

Unbreakable Weapons: L-Shift, R-Shift, L-Shift, R-Shift, C-Left, C-Left.

Super High Stamina: R-Shift, R-Shift, B, R-Shift, R-Shift, B.

New Wrestler Noises: R-Shift, L-Shift, R-Shift, L-Shift, B, B.

Tiny Wrestlers: R-Shift, R-Shift, L-Shift, L-Shift, C-Left, C-Left.

Women Wrestlers Are Huge: R-Shift, R-Shift, B, B, L-Shift, L-Shift.

No Damage: On the main menu screen, press R-Shoulder, R-Shoulder, B, R-Shoulder, R-Shoulder, B. When you begin a one player game, your wrestler will not take any damage from the CPU opponent.

Wetrix

Change Floor Sets: If you complete all 16 practice rounds, the background color of the main screen will change to red. Go to the options screen and you'll see a new option

called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C-Down and press START. Now Trial Mode will be available. You can play any level in the game in this mode.

Open All Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up and press START. This will give you access to all the characters, including the bosses!

Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L-Shoulder and press START. You will hear a gunshot if entered correctly.

World Driver Championship

Access all G2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the GT2 Circuit menu. It says, "Teams/Even Select," "Save Game" and "Main Menu" on the left. Using the SECOND Controller, press Z, Right, Z, Z, Z, B, C-Down, A, Right, START. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. *Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.*

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods to open them up.

Dude Love: Win King of the Ring and be part of the main event at Summerslam. Dude Love will come out at the end.

Cactus Jack: Win the Hardcore Belt and then beat Cactus Jack.

Jerry Lawler and Jim Ross: These two WWF announcers join your list of wrestlers once you've made it to WrestleMania.

Shawn Michaels: Win the Royal Rumble and earn a title shot at WrestleMania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.

Stephanie McMahon: Play as Test for the first month and a half of Road to WrestleMania and she will accompany you.

Paul Bearer: Play as Undertaker for the first month and a half of Road to WrestleMania and he will accompany you.

Xena Warrior Princess: Talisman of Fate

For each trick, first go to the main menu screen and quickly press Right, Right, Left, Left, Right, Left, Right. You will hear a sound. Then enter the codes as shown. You will hear a sound when the code is complete.

Xena VS. Gabrielle (Hope) in Quest Mode: C-Left, C-Left, C-Left, C-Left.

Despair As a Playable Character: C-Left, C-Right, C-Left, C-Right.

Higher (Titan) Difficulty Level: C-Up, C-Down, C-Up, C-Down. A new difficulty setting called "Titan" will replace "God" difficulty.

Burn Rubber

San Francisco Rush

These codes are done on the car select screen.

Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.

Drive Burning Hulk: Hold Up-C and press Z, Z, Z, Z.

Turn Car Into Mine: Press Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C.

Secret Alcatraz Level: Go to the "Start game" menu and choose "Circuit." Now on the select player screen, choose the "Just Play" option. The "Enter Code" option will flash. Choose this option and put in this password as follows:
8DP5KG5L4G59P
G92WWCQY0DRDQ.

After you enter this circuit-winning code, the "Circuit" menu appears. Choose the option to "Continue Circuit" and let time run out while racing. You'll be rewarded with a celebration screen and the code to get the Formula 1 car. On the car select screen: Hold Left-C, then Z and release them. Press Left. On the setup screen: Hold Up-C, then Z and release them. Press Up. On the car select screen: Hold Down-C, then Z and release them. Press Down, L-Shoulder, R-Shoulder. Now go back to the select track screen and you will be able to choose Track 7, which is the Alcatraz Track!

Top Gear Rally

These first two codes must be done during a race.

PlayStation Mode: B, L-Shoulder, R-Shoulder, U, L-Shoulder, Z, R-Shoulder.

Car Color Changes: Before you select your car, hold down the L and R Shoulder buttons, press all four C buttons, and press either Up or Down. After you do that, hold the L and R shoulder buttons and press either Up or Down, then press any C button.

Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower C button at the car selection screen.

Indy Racing 2000

All Gold Cup Cars: From the main menu, access the "Gold Cup" option. Choose and empty file and put in YOU_DA_MAN for the name. On the Gold Cup Racing menu, all the cars will be open and you will have golds for every set of cars.

Gallery Option: From the main menu, access the "Gold Cup" option. Choose and empty file and put in WOODY_COOKIES for the name. As soon as you choose "Done," the gallery option will appear. Here is a key to the functions of the gallery: A = Zoom in, B = Zoom out, C-Up = Rotate clockwise, C-Down = Rotate counter clockwise, L-Trigger = Switch views, R-Trigger = Switch galleries, Analog stick = Rotate view, Down on D-pad = Switch between top and side views and change animation rate, START = Exit.

GameShark Codes

Alone in the Dark: New Nightmare

Inf Health (Both) D1	801450D80064
Inf Ammo-Revolver (Ed) D1	801452C8000A
Inf Ammo-G. Launcher (Ed) D1	801453000005
Inf Ammo-3 Barrel Gun (Ed) D1	801452D00009
Inf Ammo-Photo-Pulsar (Ed) D1	801452D8000A
Inf Ammo-R. Launcher (Ed) D1	801452E80003
Inf Ammo-Plasma Cannon (Ed) D1	801452F80064
Master Item Code (Required)	801451C0004F
Have All Weapons (Ed) D1	8014524C0017
	8014524E0063
	801452500059
	80145254005E
	801452580065
	8014525C0066
	801452600069
	80145264006A
	80145268006B
	8014526C006D

Dave Mirra BMX: Maximum Remix

Unlock Levels - DM	300832F80015
Unlock Costumes - DM	300832F90005
Unlock Bikes - DM	300832FA0005
Unlock Levels - RN	300835580015
Unlock Costumes - RN	300835590005
Unlock Bikes - RN	3008355A0005

Disney's Atlantis: The Lost Empire

Infinite Health	800967200064
	800967680063
Infinite Lives	800967600063
Unlock All Levels	80098F3CFFFF
	80098F3EFFFF
Have All Green Crystals	8009676A0001
	80098F40FFFF
Lots Of White Crystals	8009676A00FF
Have ATLANTIS-All Levels	500007020000
	80098F5CFFFF

Dracula: The Resurrection

Have All Items (Disc1)	500010040000
	800A9BEC0001
	500004040000
	800A9BC00001
Have All Items (Disc2)	500009040000
	800A52000001
	500008040000
	800A52280001

Mat Hoffman's Pro BMX

Unlock Gran, TH, Wirtse, Brnsde	8005ED000079
Unlock All Levels-Granny	8005EEC80063
	8005EECCFFFF
	8005EECEFFFF
	8005EED0FFFF
	8005EED2FFFF
	8005EED4FFFF
Unlock All Levels-TH	8005EF000063
	8005EF04FFFF
	8005EF06FFFF
	8005EF08FFFF
	8005EF0AFFFF
	8005EF0CFFFF
Unlock All Bikes-Granny	8005EEF600FF

Continued on Page 34



PlayStation

007 Racing

New Car in Two Player Mode: On the title screen, where "Press Start" is flashing, quickly press L1, R1, Triangle, Circle, X. You will hear an evil laugh when this is entered correctly. From the main menu, choose Two Player mode and your type of game. On the car select screen, scroll left or right until you see the Aston Martin Vantage. You may now use this car in the two player mode!

Army Men: Sarge's Heroes 2

Invincibility: In the middle of a game, press START to pause. Then press Square, Circle, L1, R1. You will hear a sound. Unpause the game and you will see the word, "Invincible!" at the top of the screen.
Every Weapon and Unlimited Ammo: In the middle of a game, press START to pause. Then press Square, Circle, R1, L1. You will hear a sound. Unpause the game and you will see the word, "Power Up" at the top of the screen. Press Circle continuously to scroll through your available weapons.

Blade

At the main menu screen, enter these tricks. In the middle of the game, press START to pause and access the Cheat Menu to activate them.

Infinite Weapons: Down, Right, Up, Left, L2, L1, R2, R1.

Infinite Health: Left, Left, Left, Right, L2, L1, R2, R1.

All Items: Right, Left, Up, Down, L2, L2, R2, R2.

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!
All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Colin McRae Rally 2.0

On the main menu, choose "Arcade" and then pick the mode you want to play. Choose a one or two player game and on the driver select screen, access the "Create New Driver Profile" option. After entering any three letter tag entry you want, put in your name as one of these passwords as shown.
Unlock All Cars: ONECAREFULOWNER
Unlock All Tracks: HELLOCLEVELAND

Command & Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.

Lose Current Mission: Circle, X, Circle, Square, Square, X.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

Increase Money: X, X, Square, Circle, Circle, Circle. This increases your money by \$1,000 each time you enter the code.

Equip Parabomb: X, X, X, Circle, Triangle, Square.

Equip Nuke: Circle, X, Circle, Circle, X, Square. **Equip Chrono:** Square, Circle, Triangle, X, Circle, Circle.

Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.

Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

Soylent Green: Square, X, Square, X, Square, X. Harvest people instead of ore.

Dance Dance Revolution

Hidden Characters: On the character select screen, press Up or Down on the dance pad (or control pad). This will give you a new row of characters to choose from, such as Disco, Disk: A, and Dread Snake. Press Left or Right to scroll through the new choices.

Dave Mirra Freestyle BMX

Unlock Slim Jim: On the rider select screen, press Down, Down, Left, Right, Up, Up, Circle.
Unlock All Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Circle.

Unlock All Styles: On the style select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.

Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle. Now, every level will be open!

Die Hard Trilogy 2

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure. In the middle of the third person game, press START to pause. Now enter one of these codes for various results. For maximum results, enter the Unlimited Ammo code after the Every Weapon code.

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For best results, enter the

Unlimited Ammo code after the Every Weapon code).

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.

Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.

Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Dragon Ball GT

These tricks only work in the Two-player and Training Modes.

Wire Frame: Have both players decide on the characters they want. To choose them, hold SELECT and then press X. When you go into the battle, both characters will be wire-framed!

Alternative Outfits: Have both players decide on the characters they want. To choose them, press Square+X+Circle simultaneously. You will begin your battle with new clothes.

Duke Nukem: Time to Kill

To change the appearances of Duke and the enemy, pause the game and enter one of these codes.

Big Head Enemies: R1, R1, R1, R1, R1, R1, R1, R1, Left.

Big Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Up.

Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Down.

Note: If you have Big Head Duke and want it to be Tiny Head, just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big. Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo: L, R, L, R, SELECT, L, R, L, R.

Select All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.

All Inventory: R1, R1, R1, R1, R1, L2, L2, L2, L2.

All Keys: Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.

Invisible: L1, R1, L1, R1, L1, R1, L1, L1, R1.

Double Damage: L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.

Temporary Invulnerability: R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

Super Weapons: Right, Right, Left, Right, Right, Left, Right, Right, Left, SELECT.

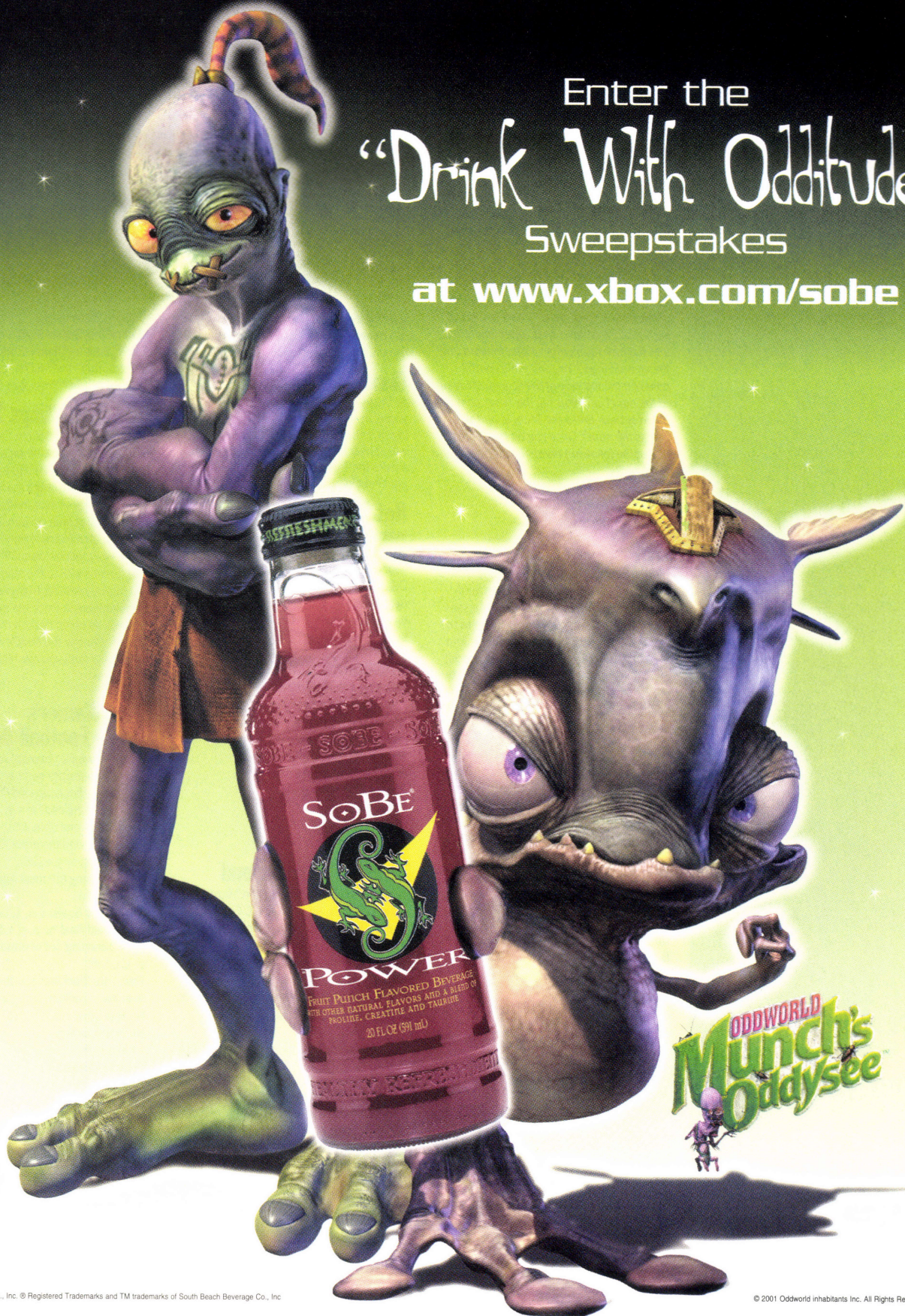
Level Select: While playing, pause the game and press Down nine times and then press Up. It should say "Level Select." Now quit the game, and on the main menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.



SoBe

XBOX

Enter the
"Drink With Odditude"
Sweepstakes
at www.xbox.com/sobe



GameShark Codes

Continued from Page 32

Unlock All Bikes-TH	8005EF2E00FF
Max Stats-Granny	8005EEF80A0A 8005EEFA0A0A 8005EEFC0A0A 8005EEFE0A0A
Max Stats-TH	8005EF300A0A 8005EF320A0A 8005EF340A0A 8005EF360A0A
All Cinematics1	500009380000 8005ED36FFFF
All Cinematics2	8005EC0CFFFF 8005EF2EFFFF

Roswell Conspiracies

Unlock All Levels	8009DB400010
Press L1 For Full Health Lv1	D006F512FBFF 800EA55A0064 D006F512FBFF 800EA55E0064 D006F512FBFF 800EA5620064
Press L1 For Full Health Lv2	D006F512FBFF 800E145A0064 D006F512FBFF 800E145E0064 D006F512FBFF 800E14620064
Press L1 For Full Health Lv3	D006F512FBFF 800E4B720064 D006F512FBFF 800E4B760064 D006F512FBFF 800E4B7A0064
Press L1 For Full Health Lv4	D006F512FBFF 800D9CE0064 D006F512FBFF 800D9CF20064 D006F512FBFF 800D9CF60064
Press L1 For Full Health Lv5	D006F512FBFF 800F28420064 D006F512FBFF 800F28460064 D006F512FBFF 800F284A0064
Press L1 For Full Health Lv6	D006F512FBFF 800E62660064 D006F512FBFF 800E626A0064 D006F512FBFF 800E626E0064
Press L1 For Full Health Lv7	D006F512FBFF 800E289A0064 D006F512FBFF 800E289E0064 D006F512FBFF 800E28A20064
Press L1 For Full Health Lv8	D006F512FBFF 800DF4260064 D006F512FBFF 800DF42A0064 D006F512FBFF 800DF42E0064
Press L1 For Full Health Lv9	D006F512FBFF 800F074A0064 D006F512FBFF 800F074E0064 D006F512FBFF 800F07520064

Continued on Page 35

Eagle One: Harrier Attack

To enter these cheats, go to the main menu screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.

Invincibility: R1, L1, R2, L2, L1.

Level Select: R1, L1, R2, L2, START.

Infinite Ammunition: R1, L1, R2, L2, R1.

ESPN: Extreme Games

Just go to the "Password" screen by going into the "Sign-in" at the main menu and choosing "Continue Season."

Last Race: 254, 071, 216, 094, 085, 085, 177, 113, 104.

Money: 229, 013, 066, 016, 000, 000, 000, 000, 031.

Fear Effect 2: Retro Helix

To do these tricks, you must beat the game at least once. Next, begin a new game and wait until the cinema ends. After Rain goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up to the panel until you see the "Use" command appear. Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate these tricks.

Huge Head: 10397

Every Weapon: 11692

Infinite Ammo: 61166

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Frogger 2: Swampy's Revenge

Enter any one of these tricks while paused during play. You will see a visual confirmation that the codes worked after entering them.

Level Select: While holding Square, press Up, Down, Left, Right, Right, Right, Down, Left.

Level Skip: While holding Square, press Right, Left, Up, Up, Up, Right, Left, Left.

Unlimited Lives: While holding Square, press Down, Down, Up, Down, Right, Down, Up, Up.

Every Character in Multiplayer: While holding Square, press Left, Right, Left, Left, Left, Up, Left, Left.

Temporary Invulnerability: While holding Square, Left, Left, Up, Left, Down, Right, Right, Right.

Mad Garibs On: While holding Square, press Right, Left, Right, Left, Up, Left, Right.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS

10,000,000 Points: BIGSCORE

Multiplier x5: HIGHFIVE

All Weapons: NAVARONE

Unlimited Energy: LIVELONG

Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)

Matt Hoffman's Pro BMX

Grind Meter: Press START to pause, then press and hold the L1 button. While holding it, press Left, Circle, Square, Triangle, Square, Circle, X.

Unlock Grandma: Press START to pause, then choose the Retry option.



Repeat this nine more times and the game will tell you that you ride like a grandma. As soon as you begin riding again, your character will turn into an old lady!



Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

Hot Shots Golf 2

Incredible Code: From the title screen, choose New Game. When asked to choose your name, enter zGSH and then press the O.K. button on the screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes and more!

Incredible Crisis

Enter the following tricks from the second controller in port two of your PlayStation. You must have the second controller plugged in for these to work.

Huge Head: Hold Up or Down.

Flat Character: Hold Left or Right.

Horn: Press Triangle.

Boos: Press Square.

Drum: Press Circle.

Whistle: Press X.

Invasion from Beyond

Level Select: At the "Press Start" screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square, Square, Circle, X, Triangle. Go to the main menu screen to select any level in the game.

All Ships, Weapons and Upgrades: At the "Press Start" screen, enter L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up.

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If entered correctly, you'll hear a sound. Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

Jackie Chan: Stuntmaster

Enter these tricks on the title screen where it says, "Press Start Button."

Level Select: L2, Square, Triangle, Circle, X, R2, R2. You'll hear a sound if the trick was

entered correctly.

Behind the Scenes Movie: Left, Right, R1, Circle, Square, Triangle, Triangle. The "Press Start Button" text will be replaced with "Bonus Movie." Press X to see the movie.

Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.

Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 1, 2, 3, Right, you will press Turbo one time, Jump two times, Pass three times and the press Right!).

Fast Passes: 2, 5, 0, Left.

Super Passing (2P must Agree):

4, 2, 3, Right.

Super Field Goals: 1, 2, 3, Left.

Show Field Goal %: 0, 0, 1, Down.

Allow Stepping out of Bounds:

2, 1, 1, Left.

Power-Up Blockers: 3, 1, 2, Left.

Avengers Stadium: 1, 1, 5, Left.

No First Downs: 2, 1, 0, Up.

No Interceptions: 3, 4, 4, Up.

Infinite Turbo: 5, 1, 4, Up.

Super Blitzing: 0, 4, 5, Up.

Power-Up Teammates: 2, 3, 3, Up.

Power-Up Defense: 4, 2, 1, Up.

No Random Fumbles: 4, 2, 3, Down.

Hide Receiver Name: 1, 0, 2, Right.

Big Football: 0, 5, 0, Right.

Big Head: 2, 0, 0, Right.

Huge Head: 0, 4, 0, Up.

No Head: 3, 2, 1, Left.

Headless Team: 1, 2, 3, Right.

Team Tiny Players: 3, 1, 0, Right.

Team Big Players: 1, 4, 1, Right.

Team Big Heads: 2, 0, 3, Right.

Hyper Play (2P must agree): 5, 5, 5, Up.

Show More Field (2P must agree):

0, 2, 1, Right.



No CPU Assistance (2P must agree):

0, 1, 2, Down.

Power-Up Speed: (2P must agree):

4, 0, 4, Left.

Tournament Mode (2P game only):

1, 1, 1, Down.

Smart CPU Opponent (1P game only):

3, 1, 4, Down.

Power-Up Offense: 3, 1, 2, Up.

Fast Turbo Running: 0, 3, 2, Left.

Invisible: 4, 3, 3, Up.

Legacy of Kain:

Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Razi: Hold L1 and press Left, Circle, Up, Up, Down.

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.

Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.

Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.

Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Mat Hoffman's Pro Bmx

First, begin a new career. In the middle of the game, press START to pause, then press and hold the L1 button. While holding it, press any of these button combinations to get the results shown.

Special Bar Always Full: Left, Down, Triangle, Circle, Up, Left, Triangle, Square.

10X Multiplier: Square, Circle, Circle, Up, Down, Down.

Extra Time: Square, Up, Circle, X.

Fat Tires: Down, Circle, Circle, Down.

Perfect Balance: Square, Left, Up, Right.

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge and more!

Medal of Honor Underground

From the main menu screen, choose the options. Access the "Passwords" screen and put in these codes for the results shown. Once these passwords are in, choose "Secret

Codes" from the options screen to activate them. The codes will work in the levels you've already completed.

Invincibility: PUISSANCE

Quadruple Firing Rate: BALLESVITE

Bouncing Bullets: RICOCHET

Podoski Mode (One hit kills for enemies and you): LATIREUSE

Wacky Taxi (1 minute to kill each enemy you come across):

AUTODINGUO

Ultimate Cheat: First, put in ENTREZVOUS and press the Send key. Enter the "Password" screen again and put in PORTE-CLEFS as your code and press Send. Everything will now be opened on the "Secret Codes" screen.

Cartoon Sketch Pictures: MOHDESSINS

Dreamworks Pictures: DWIECRANS

Team Pictures: MOHUEQUIPE

Panzerknacker Unleashed Mission: From the main menu screen, choose the options.

Access the "Passwords" screen, put in ENTREZVOUS and press the Send key. Enter the password screen again, put in LEMON-STRE for the code and press the Send key. Now go to the Save, Load and Records screen and access the Mission Log. You will see the Panzerknacker Unleashed mission available on the bottom of the screen.

Mega Man X5

Enter these codes on the character select screen. You'll hear a sound if the code was entered correctly.

Ultimate Armor for X: Highlight Mega Man X and press Up, Up, Down, Down, Down, Down, Down, Down, Down, Down, Down.

Ultimate Armor for Zero: Highlight Zero and press Down, Down, Up, Up, Up, Up, Up, Up, Up, Up, Up.

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

MTV Sports: Skateboarding

Cheat Password: On the main menu screen, pick Single Player. On the next menu, enter Lifestyle. Delete the name on this screen, and put in PASWRD as your name. In Lifestyle mode, you will have access to new boards and outfits. Choose your character and begin the game. Now pause and quit. Go back to the main menu and pick Single Player. On the next menu, pick Freeplay. In addition to new boards and outfits, all the hidden skaters and parks will be unlocked!

Muppet Monster Adventure

On the main menu screen, press the following button combinations for the results as shown.

Main Menu Stage Select: R2, R2, R2, R2, R1, L1, L1, L1, R1, R2. The stage select will appear on the main menu screen under the Gallery option.

Level Select: Up, Up, Square, Down, Down, Circle, Left, Square, Right, Circle. Start a new game and all the levels will be open.

All Gallery Items Open: Square, Left, Circle, Right, Down, Up, Square, Down, Circle, Down.

NASCAR 2001

From the main menu screen, choose Options. On the options menu, choose

Credits. On the credits menu, choose Development. Now you must wait for the FMV to end. When the credits are scrolling, you can enter any one of these tricks.

Asher Boldt Driver: While holding L2, press Square, Circle, Triangle, X.

John Andretti's Other Car: While holding R1, press Square, Triangle, Square, Triangle.

KC Monoxide Driver: While holding L2, press Square, Circle, X, Down, Up, Right, Left.

Shorty Leung Driver: While holding R2, press Square, Circle, X, Up, Down, Left, Right.

Jocko Michaels Driver: While holding L1, press Square, Triangle, Square, Circle, Square, X.

Treasure Island Course: While holding L2, press Square, Circle, Square, Up, Up, Down, Up, Left, Right, X.

Proving Grounds Course: While holding R1, press Left, Circle, Up, Down, Right, Right, Right.

NBA Hoopz

On the "Tonight's Matchup" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times and then press Up).

ABA Ball: 1-1-1 Right

Show Hotspot: 1-1-0 Down

No Goaltending: 4-4-4 Left

No Fouls (2P must agree): 2-2-2 Right

Big Heads: 3-0-0 Right

Tiny Heads: 3-3-0 Left

Infinite Turbo: 3-1-2 Up

Beach Court: 0-2-3 Left

Granny Shots: 1-2-1 Left

No Hotspots (2P must agree): 3-0-1 Up

Street Court: 3-2-0 Left

Home Uniform: 0-1-4 Right

Tiny Players: 5-4-3 Left

Show Shot Percentage: 0-1-1 Down

Away Uniform: 0-2-4 Right

NBA Shoot Out 2000

Hidden Easter Egg Menu: While playing a game, press START to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to choose new options such as big heads, big feet, gravity, speed, etc.

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the "Easter Eggs" option. Now enter these passcodes to unlock various new game options (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes Are Now 99: BEAT DOWN

Acquire All Blue Chips: MOTIVATE

Make High Attribute Walk-On Players:

FRANKENSTEIN

Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter the Secret Codes menu. Now press SELECT and enter one of these cheats to get the following results. "It's in the game" will be spoken when the codes are entered correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team rankings.)

Slower Players: CEMENTFEET

All Stadiums Unlocked: OPENSESAME

View CPU Plays: MINDREADER

GameShark Codes

Continued from Page 34

Press L1 For Full Health Lv10

D006F512FBFF

800E01560064

D006F512FBFF

800E015A0064

D006F512FBFF

800E015E0064

Press L1 For Full Health Lv11

D006F512FBFF

800DCD4A0064

D006F512FBFF

800DCD4E0064

D006F512FBFF

800DCD520064

Press L1 For Full Health Lv12

D006F512FBFF

800E7CC20064

D006F512FBFF

800E7CC60064

D006F512FBFF

800E7CCA0064

Press L1 For Full Health Lv14

D006F512FBFF

800F392E0064

D006F512FBFF

800F39320064

D006F512FBFF

800F39360064

Press L1 For Full Health Lv15

D006F512FBFF

800E9CAE0064

D006F512FBFF

800E9CB20064

D006F512FBFF

800E9CB60064

Press L1 For Full Health Lv16

D006F512FBFF

800EBB7E0064

D006F512FBFF

800EBB820064

D006F512FBFF

800EBB860064

Press L1 For Full Health Lv17

D006F512FBFF

800D9D160064

D006F512FBFF

800D9D1A0064

D006F512FBFF

800D9D1E0064

Time Crisis Project Titan

Infinite Time Remaining

8007D40C270F

Infinite Lives

8007D4840005

Never Reload

8007D47C0006

Max Hits

800CFC2403E7

800CFC2803E7

Max Damage

800CFC1E03E7

Max Accuracy

800CFC1C0064

Who Wants to Be a Millionaire 3rd Ed.

Infinite Lifelines

301FFEC00001

301FFEC00001

301FFEC00001

301FFE700003

Start on Million Dollar Question

D01FFE6C0000

801FFE6C000E

Press + Hold L2 For More Time

D0048062FEFF

300533100000

World's Scariest Police Chases

Infinite Time

800465C62400

Destruction

Animal Farm

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug menu. Within this menu is the option to choose your starting level and more!

Invincibility: To make Gex invincible, press START to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

Blabbermouth Gex: To hear all of Gex's phrases, press START to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the SELECT button to hear Gex's comments whenever you want.

Frogger 2:

Swampy's Revenge

Enter any one of these tricks while paused during play. You will see a visual confirmation that the codes worked after entering them.

Level Select: While holding Square, press Up, Down, Left, Right, Right, Right, Down, Left.

Level Skip: While holding Square, press Right, Left, Up, Up, Up, Right, Left, Left.

Unlimited Lives: While holding Square, press Down, Down, Up, Down, Right, Down, Up, Up.

Every Character in Multiplayer: While holding Square, press Left, Right, Left, Left, Left, Up, Left, Left.

Bass Landing

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!

Lake: Lunker Lake.

Pressure: None.

Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).

Weather Yesterday: Cloudy/Sunny.

Weather Today: Cloudy/Sunny.

Wind Direction: East.

Faster Players: SCRAMBLE

Faster Daytime Effects: DAYNIGHT

Maximum Attribute Points: BALLER

Maximum Recruiting Points: HEADCOACH

Receivers Always Catch: HANDSOFGLUE

Defense Always Intercepts: OSKIE

Wind at Maximum: SAFETY

Change the Date: YzK

Juggernaut Team: BULLDOZER

Nectaris: Military Madness

Story Passwords: Here are the New Story Codes for the game. Enter the following at the password screen.

1. RANDAL

2. HUNDRA

3. CINBER

4. MARLIN

5. BAYARD

6. WEBLEY

7. PARKER

8. MERKEL

9. ITHACA

10. BAIKAL

11. SAVAGE

12. VALMET

13. MAUSER

14. KIMBER

15. BISLEY

16. MEANEC

17. LADNAR

18. ARDNUH

19. REBNIC

20. NILRAM

21. DRAYAB

22. YELBEW

23. REKRAP

24. LKREEM

25. ACAHTI

26. LAKIAB

27. EGAVAS

28. TEMPLAV

29. RESUAM

30. REBMIK

31. YELSIB

32. CENAEM

Need for Speed III

From the "Game Setup" menu, highlight and access the options. Move down to "User Name" and enter the following passwords.

All Regular Cars and Tracks: SPOILT

Open the Jaguar XJR-15 Bonus Car: 1JAGX

Open the Mercedes-Benz CLK GTR: AMGMR

NHL 2001

From the "Game Setup" menu, access "Advanced Options." On this menu, access "Rosters." On the next menu select "Player Management." On this screen, choose "Create Player." Next, enter the first and last names of the players as shown. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Hammer: Put in Hammer for the first name and any other name for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "The Hammer."

Dude: Put in Bruce for the first name and Willis for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "Dude."

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

Power Rangers: Lightspeed Rescue

From the main menu, access the codes option. On the "Codes" screen, put in any of these passwords to unlock these features.

Once you've done entered the ones you want, move down to initiate the codes on the "Activate Codes" screen.

Level Select: OMEGA

Unlimited Health: D4B7E1O9G7

(Note: O = the letter O, not zero.)

Titanium Ranger: ULTIMATE

Continues: FOREVER

All Galleries: SHOWCASE

Unlimited Lives: IMMORTAL

Unlimited RPE Moves: N7F6U2A5A1

Power Strike: Pro Beach Volleyball

Every Court Available: On the main menu screen, highlight "Options." Then press Square, Triangle, Circle, Triangle, Square. You will hear a sound. Now all the courts will be available.

Rainbow Six: Rogue Spear

Go to the main menu screen and choose Campaign. After the game searches for memory cards and doesn't find any, it will prompt you with a password screen. Enter this code to acquire a selection of starting levels. (You must not have any memory cards inside the PlayStation while doing this code.)

Mission Select: P8H!H!P8P?H!

Resident Evil 2

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play as Hunk: Beat a complete game (Claire and Leon) on the standard difficulty level with an "A" rating. When the rating comes up on the screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Play as Tofu: This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.

Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

Sammy Sosa Softball Slam

Press START to pause the game during play, then put in the following tricks.

Huge Softball: R1, R2, R1, R2, R1, R2.

Ball Cannon Mode: L1, L2, L1, L2, L1, L2.

Change the horizontal settings by holding L2 and pressing Left or Right. Change the vertical settings by holding L2 and pressing Up or Down. Change the speed by holding L2 and pressing Triangle or X.

Simpsons Wrestling, The

Bonus Match Up: At the title screen where it says, "Press Start," press Up, Up, Down, Down, Left, Right, Left, Right. You will hear a bell and see "Bonus Match On" appear at the top of the screen when the code is entered correctly. On the main menu screen, you will see a new option called "Bonus Match Up." Choose this option and you will be able to fight in any ring with any character in the game. (Note: On the Itchy 'n' Scratchy level, you can only fight with Itchy and Scratchy.)

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.

New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single race mode.

Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.

Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

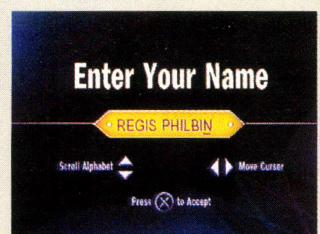
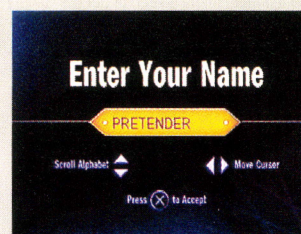
Spec Ops: Ranger Elite

Invulnerability: From the main menu screen, choose a One Player Game. On the "Sign In"

Who Wants to Be a Millionaire: 3rd Ed.

Comments and Alternate Names: On the "Enter Your Name" screen, put in your name as REGIS or REGIS PHILBIN and Regis will tell you that it is taken and replace it with another name, such as BIG FAKER or PRETENDER. If you enter the name, MIL-

LIONAIRE, Regis will make a comment and give you another name, such as MY BIGGEST FAN. If you choose not to enter a name, Regis will get mad and give you a replacement name, such as WHOEVER.





screen, enter your name as ROCKSTAR. In the middle of the game, press START to pause. Turn the Invulnerable option to "On" and resume the game. This will protect you from all gunfire and explosions in the game.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.

Level Select: XCLSIOR

Invulnerable: RUSTCRST

Webbing: STRUDL

Game Comic Covers: ALLSIXCC

Movie Viewer: WATCH EM

Character Viewer: CVIEW EM

Storyboard Viewer: CGOSSETT

What If Contest: GBHSRSPM

Ben Reilly Costume: BNREILLY

Symbiote Spidey Costume: BLKSPIDR

Spidey 2099 Costume: TWNTYNDN

Captain Universe Costume: S COSMIC

Spidey Unlimited Costume: PARALLEL

Scarlet Spider Costume: LETTER S

Amazing Bagman Costume: AMZBGMAN

Peter Parker Costume: MJS STUD

Quick Change Costume: ALMSTPKR

Unlock J. James Jewett: RULUR

Full Health: DCSTUR

Big Heads: DULUX

Debug Info: LLADNEK

Everything: EELNATS

No Naughty Words: Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Spyro: Year of the Dragon

Press START to pause, then enter any one of these codes for the results shown.

Spyro's Huge Head: Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle.

Flat Spyro: Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle.

More Hit Points: Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle.

Easier Game: Circle, Square, Right, Left, Right, Square, Circle, X.

Harder Game: Circle, Square, Right, Left, Right, Square, Circle, Square.

Spyro Is Green: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Triangle.

Spyro Is Yellow: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up.

Spyro Is Blue: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X.

Spyro Is Pink: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Square.

Spyro Is Red: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Circle.

Spyro Is Black: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down.

Spyro Is Original Purple Color: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Right.

Star Wars: Demolition

On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as one of these shown below to automatically be taken to a

sequence of cinemas. Press X to get past the cinemas you don't want to see.

Unlock Winner FMVs: MOVIE SHOW

Unlock Loser FMVs: SAD MOVIES

Hidden Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as WATTO_SHOP and then press X to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the Choose Contestant screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

Star Wars: Episode 1 The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Street Fighter EX 2 Plus

After unlocking these fighters, they can be found on the character select screen.

Play as Garuda: At the main menu, highlight "Arcade" and press SELECT, SELECT, SELECT, Right, SELECT, SELECT, Down, SELECT, SELECT, SELECT.

Play as Shadow Geist: At the main menu, highlight "Versus" and press SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Up, SELECT, SELECT, SELECT.

Play as Kairi: At the main menu, highlight "Option" and press SELECT, Right, SELECT, SELECT, SELECT, Down, SELECT, SELECT.

Play as Hayate: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT.

Satellite Fall and Excel Bonus Games: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT.

Bison II Bonus Game: At the main menu, highlight "Bonus Game" and press SELECT (13 times), Up, SELECT, SELECT, SELECT, SELECT, Down, SELECT (14 times).

Maniac Mode: At the main menu, highlight "Practice" and press SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT.

Maniac Mode Sample: At the main menu, highlight "Practice" and press SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left,

SELECT, Up, SELECT, Right, SELECT.

"Sample" will be in the Maniac Mode pause menu.

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2. **Unlock All Items:** On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT.

Tomba 2: The Evil Swine Return

Difficult Mini Game Clue: During the Trolley Ride, you will go past the second jump in the tracks. As the Trolley approaches a very sharp left turn, slow the Trolley to a near complete stop. Lean Tomba to the left so that the Trolley will lean to the left as well. Carefully balance the Trolley so that Tomba does not fall off. Keep the Trolley leaning to the left around the turn, and you will be able to see the Clue on the right-hand side of the track, at the opposite side of the crest in the next left turn. The clue will be seen as Tomba reaches the next left turn. Now, shift Tomba and the Trolley to the right immediately by pressing and holding to the right. If done correctly, Tomba will acquire the last Clue in the Trolley Mini game.

TM: Black Sold Out?

Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either Wrecking Racing or Stock Car Racing. Select "Championship" at the "Race Type" screen. You will enter a "Name Entry" screen. Enter MACSRPOO and hit "End." You should appear at the main screen and the "Track" option will have a red cross through it. Go back into Race Mode and choose a mode and a race type. Now, if you access the "Track Select" option, you should be able to choose from any of the tracks listed. You'll also be able to select tracks such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown.

Enable Cheats: Press L1+R1+R2+SELECT at same time when you first start the level. **Invulnerable:** Press L1+R1 at same time, then press Up, Down, Left, Right.

Infinite Weapons: Press and hold L1+R1, then press Up, Down, Up, R2.

Unlimited Jump: Press Circle, Square, R2, X, Triangle, R2. **Play as Big Daddy:** Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the character select screen.

Blow Up the Earth: Lay an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to moon, then detonate the bomb. Debris from the earth will pummel the moon. Eventually, you'll be in weightlessness. It ruins the game, but it's fun!

Vigilante 8

From the main menu screen, access the options and choose "Game Status." Next, press the Circle button for the passcode and enter one of the following codes. **Invincibility:** I_WILL_NOT_DIE **No Enemies:** GO_SIGHTSEEING (This allows you to pick "no enemies" in Arcade Mode.) **Lighter Cars:** REDUCE_GRAVITY (The vehicles will jump higher.)

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, enter any of the following codes.

All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Low Gravity: X, Square, Left, Up, Down, Up, Square, Triangle.

Slow Motion Tricks: Circle, Up, Triangle, Square, X, Triangle, Circle.

Wire Frames: Down, Circle, Right, Up, Square, Triangle.

No Texture Maps: Down, Down, Up, Square, Triangle, Up, Right.

Flashing Ramps: Down, Up, Square, Circle, Up, Left, Up, X. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down.

Floating Skater: From the main menu screen, press and hold the L1 button. While holding it, press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press X to jump and then hold X in the air to start rising up! Hold Triangle to hover above the ground. Use L1 and R1 to strafe left and right. Use L2 and R2 to turn completely around. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press X and then hold X again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.

Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

No Blood: Right, Up, Square, Triangle.

Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!

NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose and empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.

AARON CAMMARATA

RALPH D'AMATO

JOEL JEWETT

CNNOR JEWETT

MICK WEST

JOHNNY OW

NOEL HINES

GARY JESDANUN

RYAN MCMAHON

NOLAN NELSON

SCOTT PEASE

CHRIS RAUSCH

JUNKI SAITA

DARREN THORNE

JASON UYEDA

Triple Play 2001

Triple Play Dream Team: From the main menu screen, choose Big League Challenge. When you get to the player select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.

Announcers: During a game, press and hold the L1+L2+R1+R2 buttons. While holding these, press the following buttons to get the different types of quotes from the announcers.

Baseball History: Up, Triangle, Right, Circle.

Weather: X, Down, Triangle, Up.

Trivia: Down, X, Right, Circle.

More Batter Info: Left, Square, Up, Triangle.

Note: This will only work on certain batters.

Skinny Players: 1 HR in a game with a player who weighs less than 160 (13 players-allow created players).

Large Players: 1 HR in a game with a player who weighs over 250 (4 players-allow created players).

Strong Arm: 2 Outfield Assists by same player in a game / 2 Pickoffs by same player in a game / 2 Caught Stealing by same player in a game.

Fast Players: 3 SB by same player in a game.

Big Glove: 1 diving catch/wall climb in a game by team.

Huge Glove: 2 diving catches/wall climbs by in a game by team.

Pulsating Glove: 3 diving catches/wall climbs in a game by team.

World's Scariest Police Chases

Enter the following button codes on the main menu screen.

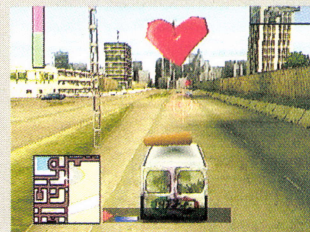
All Missions: Down, Up, Left, Right, X, Triangle, Circle, Square.

All Starting Locations in Patrol



Mode: Down, Up, L2, L1, X, Triangle, R2, R1.

Bonuses and Weapons: Left, Right, L1, R1, Circle, Square, R2, L2.



Big Head: 4 runs scored in a game by team.

Huge Head: 8 runs scored in a game by team.

Pulsating Head: 12 runs scored in a game by team.

Big Baseball: 3 Ks in a game by team.

Huge Baseball: 6 Ks in a game by team.

Flaming Baseball: 9 Ks in a game by team.

Pencil Head: 6 Ks in a game by team (against User).

Tall Players: 8 hits in a game by team.

Tiny Players: 12 hits in a game by team.

Tiny Head: 16 hits in a game by team.

Powerup Offense (Every player on team's offensive attributes slightly increase): 8 HR hit in a game by team.

Powerup Defense (Every player on team's defensive attributes slightly increase): 3 double plays turned in a game by team.

Powerup Speed (Every player on team's speed attributes slightly increase): 6 SB in a game by team.

Invisible Players: Three Triples in a game by team.

Big Bat: 2 HR by same player in a game.

Small Bat: 3 Strikeouts by same player in a game.

Pulsating Bat: 5 runs scored by same player in a game.

Superstar Difficulty (Better than All-Star): Defeat a team in Single Game with All-Star difficulty setting.

CPU Assist (Catch-up logic): Defeat a team by more than 10 runs.

Unlock Hank Aaron: 2 HR over 500 ft. from same player in same game (any team) OR hit 50 HR in 1 season with an Atlanta Brave (Season Mode only)

Unlock Babe Ruth: Hit a HR with the pitcher (any team) OR Win the World Series with Boston (break the "curse of the bambino")

Unlock Willie Mays: 4 diving putouts (catches/over the wall climbs/dive and throw out runner) in a game (any team) OR collect a HR, a SB, and make a diving putout with the same player in any post-season game (Season Mode only)

Unlock Frank Robinson: Lead-off the game with back-to-back HR's (any team) OR Player from user team wins National League Triple Crown (Season)

Unlock Harmon Killebrew: 3 HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins (Season Mode only)

Unlock Reggie Jackson: Hit 10 HR as a team in a game (any mode) or hit 3 HR with the same player in any World Series game (Season Mode only)

Unlock Mike Schmidt: 4 HR from same play-

er in same game (any team) OR win the World Series with the Philadelphia Phillies (Season Mode only)

Unlock Mickey Mantle: Hit a home run longer than 565 feet (any team) OR have a player from a user team win an American League Triple Crown (Season Mode only)

Unlock Jimmie Foxx: 8 RBI's from same player in same game (any team) OR collect 175 or more RBI's in a season with the same player (Season Mode only)

Unlock Willie McCovey: Hit back - to back - to back home runs in a game (any team) OR win the World Series with the San Francisco Giants (Season Mode only)

Unlock Ted Williams: Collect 6 hits with the same player in a game (any team) OR have a player hit .400 in an entire Season

Unlock Eddie Mathews: 1 triple play (any team) OR win the home run crown with a Milwaukee Brewer (Season Mode only)

Unlock Ernie Banks: 6 double plays (any team) OR win the World Series with the Chicago Cubs (Season Mode only)

Unlock Mel Ott: Hit a home run with someone who is 5'7 or less (any team, including created players) OR hit a grand slam home run in any post-season game (Season Mode only)

Unlock Eddie Murray: Hit a home run from both sides of the plate in a game with same player (any team) OR win the World Series with the Baltimore Orioles (Season Mode only)

Unlock Lou Gehrig: Have a user-controlled player hit for the cycle in a game (any mode) OR win 117 or more games with a user-controlled team in a season (Season Mode only)

Unlock Jackie Robinson: Steal 4 bases with the same player (any mode) OR steal home in any post-season game (Season Mode only)

Unlock Ty Cobb: Steal home 2 times in same game (any team) OR win the World Series with the Detroit Tigers (Season Mode only)

Unlock Satchel Paige: Strike out 5 consecutive batters with the same pitcher in a game (any mode) OR strike out 150 or more batters with the same pitcher in a season (Season Mode only)

Unlock Cy Young: Pitch a complete game shutout (minimum 5 innings - any team) OR win 25 or more games with the same pitcher in a season (Season Mode only)

Unlock Island Stadium: Win a game by 3 runs in Coors Field, Pacific Bell Park, Kauffman Stadium and Edison International Field.

Unlock Space Stadium: Hit a ground rule double in a game in any stadium.



Vigilante 8: 2nd Offense

Go to the title screen and access "Options." Highlight "Game Status" and press X. Press X again at "Player 1" and X one more time to highlight "Sheila." Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code. You will hear a voice to confirm correct entry. Press Square to go back to the main menu to begin your game.

Remove Delay Between Weapon Firing:

RAPID_FIRE

Increased Difficulty to Super Hard:

UNDER_FIRE

Extra Explosion on Interceptor Missiles:

LAST_FIRE

Slower Action: GO_SLOW_MO

Heavy Vehicle: GO_RAMMING

From the main menu, choose the options screen. From there, press the X button on Game Status, choose your player with X, then press the L1+R1 buttons simultaneously. You can now enter these passcodes for the results shown. You will hear a voice say, "Funky" when they are entered correctly. Be sure to press the X button after entering each code in order to complete it. Each time you complete a code, you will have to press L1+R1 again to enter a new one.

No Enemies: HOME_ALONE

Monster Wheels: GO_MONSTER

Suspended Cars: JACK_IT_UP

CPU Picks Features: QUICK_PLAY

V-Rally 2: Need for Speed

All Bonus Cars and Levels: On the title screen, highlight and enter "Game Options." Now move down and access Game Progression. On this screen, quickly press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+SELECT. Once the code is entered correctly, you'll hear a buzzing noise. Now you can open up any level and car by pressing X on any rectangle.

WCW Mayhem

All Wrestlers: PLYHDNGYS

Play as Same Wrestlers: DPLNGRS (Play as the same wrestler as your opponent in versus mode.)

Full Attribute Wrestlers: MKSPRCWS

All Backrooms: CBCKRMS (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)

Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)

Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Who Wants to Be a Millionaire: 2nd Ed.

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the millionaire winners),

will get you the replacement name, PHONY. **Replacement Name:** Go to the "Enter Your Name" screen. Entering the name, MILLIONAIRE will get you a replacement name, such as PHONY.

Wu-Tang: Shaolin Style

Task needed to gain secret — Secret's description.

Rza Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Scale Mode
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain Mudan kill number 3
5. Gain chambers 18-20 — Gain character's secret outfit

Gza Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Gain character's rival playable
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Character art for GZA and rival
5. Gain chambers 18-20 — Super Turbo Mode

Ol' Dirty Bastard Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Gain character's secret outfit
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain rival's kill number 2
5. Gain chambers 18-20 — Gain rival's kill number 3

Inspecta Deck Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Disco lighting mode
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Character art for Inspecta Deck and rival
5. Gain chambers 18-20 — Gain character's rival playable

Raekwan The Chef Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Character art for Raekwon and rival
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain character's rival playable
5. Gain chambers 18-20 — Gain character's secret outfit

Masta Killah Chamber Specific Secrets

1. Gain chambers 1-5 — Night Fighting Mode
2. Gain chambers 6-10 — Gain character's kill number 2
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain Lei-Gong kill number 3
5. Gain chambers 18-20 — Gain character's rival playable

Ghostface Killah Chamber Specific Secrets

1. Gain chambers 1-5 — Gain practice dummy — Bodyguard
2. Gain chambers 6-10 — Gain character's kill number 2
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain character's

secret outfit

5. Gain chambers 18-20 — Gain Arena 4.1 U-God Chamber Specific Secrets

1. Gain chambers 1-5 — Merry Go Round Mode
2. Gain chambers 6-10 — Gain character's kill number 2
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain Arena 3.1
5. Gain chambers 18-20 — Gain character's secret outfit

Method Man Chamber Specific Secrets

1. Gain chambers 1-5 — Gain Arena 1.1
2. Gain chambers 6-10 — Gain character's kill number 2
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Character art for Method and rival
5. Gain chambers 18-20 — Gain character's secret outfit

Practice Arena: Complete Practice Mode with all 21 characters to unlock the Practice Arena. To access this arena in Versus Mode, highlight any arena, then hold L1 and L2 buttons and confirm your selection by pressing the X button.

All Fighters in Versus Mode: On the main menu screen, press Right, Right, Right, Right, Left, Left, Left, Left, Square, Circle, Square, Circle. You will hear a groaning sound. Now go into the Versus Mode and you will see that all the hidden fighters are now available for use.

Fearmmentor: First, enter the "All Fighters in Versus Mode." Highlight RZA and hold the SELECT button. With SELECT held, press the X button.

Cerith: First, enter the "All Fighters in Versus Mode." Highlight GZA and hold the SELECT button. With SELECT held, press the X button.

Sinesis: First, enter the "All Fighters in Versus Mode." Highlight U-God and hold the SELECT button. With SELECT held, press the X button.

Bone Gear: First, enter the "All Fighters in Versus Mode." Highlight Raekwon and hold the SELECT button. With SELECT held, press the X button.

Gasche: First, enter the "All Fighters in Versus Mode." Highlight Masta Killa and hold the SELECT button. With SELECT held, press the X button.

Hystrix: First, enter the "All Fighters in Versus Mode." Highlight Method Man and hold the SELECT button. With SELECT held, press the X button.

Lecher: First, enter the "All Fighters in Versus Mode." Highlight Ol' Dirty and hold the SELECT button. With SELECT held, press the X button.

Xin: First, enter the "All Fighters in Versus Mode." Highlight Inspecta Deck and hold the SELECT button. With SELECT held, press the X button.

Otis: First, enter the "All Fighters in Versus Mode." Highlight Ghostface Killah and hold the SELECT button. With SELECT held, press the X button.

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage!

Triple Triple Play

Triple Play Baseball

Triple Play Dream Team: On the main menu screen, choose Single Game. Then choose any difficulty setting, number of innings and controllers. When you reach the team select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. Now the Triple Play Dream Team will appear as a playable team.

Triple Play 2000

Automatic Home Run: When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm correct entry.

Automatic Strikeout: When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.

EA Dream Team: Start an Exhibition game. At the team select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm correct entry.

Control Camera: During play, hold L1+L2+R1+R2 and press Right, Left, Up, Down, Right, Left. You'll hear a sound to confirm correct entry. Use the following to control the camera.

Move: D-Pad.

Move faster: L1+D-Pad.

Turn: R1+D-Pad.

Zoom out: L2.

Zoom in: R2.

Raise view: Triangle.

Lower view: Square.

Announcer Commentary: During play, hold L1+L2+R1+R2 and enter one of the following codes.

Extensive Chatter: Up, Triangle, Right, Circle.

Batter Info: Left, Square, Up, Triangle.

Trivia: Down, X, Right, Circle.

Weather: X, Down, Triangle, Up.

Triple Play 2001

Triple Play Dream Team: From the main menu screen, choose Big League Challenge. When you get to the player select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.

Announcers: During a game, press and hold the L1+L2+R1+R2 buttons. While holding these, press the following buttons to get the different types of quotes from the announcers.

Baseball History: Up, Triangle, Right, Circle.

Weather: X, Down, Triangle, Up.

Trivia: Down, X, Right, Circle.

More Batter Info: Left, Square, Up, Triangle. Note: This will only work on certain batters.

Skinny Players: 1 HR in a game with a player who weighs less than 160 (13 players allow created players).



Game Boy

102 Dalmations: Puppies to the Rescue

On the main menu screen, access the password option. Enter any of the codes below to get to new levels.

Garage: Bone, Bone, Paw, Toy Tank.
Cafeteria: Domino, Bone, Key, Paw.
Cruella: Toy, Bone, Bone, Bone.

Action Man: Search for Base X

Every Stage Open: Go to the password screen from the main menu and enter 7!B! to access all of the stages in the game.

Army Men: Sarge's Heroes 2

Mission 2 Complete: C1F6Q3TP
Mission 3 Complete: V4R2B1JK
Mission 4 Complete: X6K2L1KT
Mission 5 Complete: S5H8L2RG
Mission 6 Complete: Y2C3T6BF
Mission 7 Complete: F1C4P9VP
Mission 8 Complete: V1C2PFHC
Mission 9 Complete: W3S4C7S5
Mission 10 Complete: M8R2X4LS
Mission 11 Complete: KBHD4V1D
Mission 12 Complete: 14NN6168
Mission 13 Complete: PD01S4N5
Mission 14 Complete: BoT7V9CK
Mission 15 Complete: BDD61977
Mission 16 Complete: K4TLLC11
Mission 17 Complete: S6P8D2KG
Mission 18 Complete: 77N5Y14N
Mission 19 Complete: Y2K4X8TP
Mission 20 Complete: 825VN1N6
Mission 21 Complete: KFH1JGCo
Mission 22 Complete: T3F8RoZY
Mission 23 Complete: Y7C8R2No
Mission 24 Complete: XW3JL7B26
Mission 25 Complete: C2X3Q5TC
Mission 26 Complete: LV75HRR9
Mission 27 Complete: D2K7PoS4
Mission 28 Complete: H4KXJ68D
Mission 29 Complete: 1NSY1912
Mission 30 Complete: JYMCBB01

Buffy the Vampire Slayer

Enter these level codes for access to each stage in the game.

Graveyard: 3NKFZ8
Alley: 9MD1WV
Sewers: XTN4F7
Zoo: 5BVP12
Mansion: 9D6FoS
Initiative: TSCN84
Caverns: CSJTQZ
Hellmouth: BNPXZ9
Ending: GH9MRY

Castlevania: The Adventure

Secret 1-Up: This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.

Hidden Rooms: Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free

lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

Castlevania II

These codes are entered from the "Password" option. There will be four boxes and you can scroll through various icons. Insert the icons in the patterns shown below.

Extra Lives: Put a Candle in the first two boxes and a Heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select: Put a Heart in all four boxes. You will see a box that says, "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password: Put a Heart in the first box, an Eyeball in the second, a Candle in the third and leave the fourth empty. Now press START and you will be put in the beginning of Dracula's castle. Put in an Eyeball, a Heart, a Candle and a Gear in the boxes and you will be in the room with the final boss, Dracula!

Driver

From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

Stage 2: Tire Mark, Police Badge, Pylon, Red Light.

Stage 3: Traffic Light, Key, Key, Blue Light.

Stage 4: Pylon, Pylon, Pylon, Police Badge.

Stage 5: Key, Red Light, Red Light, Traffic Light.

Stage 6: Key, Police Badge, Tire Mark, Blue Light.

Stage 7: Police Badge, Pylon, Police Badge, Red Light.

Stage 8: Red Light, Police Badge, Key, Tire Mark.

Stage 9: Pylon, Blue Light, Red Light, Red Light.

Stage 10: Police Badge, Police Badge, Traffic Light, Pylon.

Stage 11: Blue Light, Key, Key, Key.

Stage 12: Traffic Light, Tire Mark, Red Light, Police Badge.

Stage 13: Key, Police Badge, Police Badge, Pylon.

Stage 14: Red Light, Blue Light, Red Light, Blue Light.

James Bond 007

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game.

Blackjack: BJACK

Baccarat: BACCR

Red Dog: REDOG

The Jungle Book: Mowgli's Wild Adventure

Level Select: From the main menu, choose "Continue" and then enter BMHG as the password. Next, press START and you will then be taken to the level map of the game. Here, you can choose from any level, including the Extra levels.

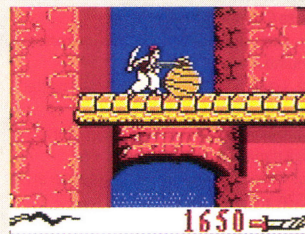
Aladdin

Hot Tamale: In the Agrabah Street, try to entice the Sultan's guards to walk onto the hot coals.

Cutting It Close: Timing is of the essence when throwing knives at the Knife Juggler. One second off and it's not a pretty sight.

Watch Yourself: Be aware of the basket thieves.

The Straw: Jump on the camels' backs for a little extra height.



Treetop Goodies: Sometimes you'll find more than coconuts in the tops of palm trees. It's not just the monkeys that are up there.

Not Exactly Cowardice: It's sometimes easier to leap adversaries instead of confronting them.

What's the Rush?: There's no clock to worry about, so take your time. You may find items of interest where you'd least expect them.



Mario Golf

Golf Left-Handed: Press and hold the SELECT button, then press the A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.

Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Mega Man 5

Power-up Arm Weapon: After you die on a stage, the "Game Over" screen will appear. Press B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

Pokémon Gold/Silver

Duplicate Pokémon and Items: WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION! First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the "Pokémon" option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the "Save" option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving"

appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to 5 Pokémon and items at one time by doing this trick.

Pokémon Puzzle Challenge

New Options: On the options screen, hold SELECT and press the A button. Seven new options will appear beneath the Gallery option.

Super-Hard Difficulty: Go to the 1 Player mode and choose Challenge. Highlight the Hard difficulty level and hold the SELECT button. While holding it, press A. S-Hard will appear beneath the Easy option.

Intense Difficulty: Go to the 1 Player mode and choose Challenge. While highlighting the S-Hard difficulty level, hold SELECT and press the A button. Intense will appear underneath the Normal option.

Prince of Persia

Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.

Level 8: 70914195

Level 9: 68813685

Level 10: 01414654

Raging Fighter

Player vs. Player: At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B. Then, before the screen changes, push A or B to alter the color of your opponent's player. A will darken the color while B will keep the colors the same. The code will stay in effect until the power is turned off.

Rayman

Pause in the middle of the game and then enter one of the following codes.

99 Lives: Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.

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GameShark Codes

Antz Racing

No Damage 9160A5C2

Disney's Atlantis

Have All Crystals 916392C2
Infinite Health 91AF90C2
Infinite Lives 910991C2
Infinite Air 91AF93C2

Flintstones

Burgertime in Bedrock

Infinite Lives 916317C7
Infinite Clubs 916318C7
Max Score 91FF14C7
91FF15C7
91FF16C7

Mega Man Extreme

Super Megaman 9100D6D5
910376D5
91FF30D5
Zero's Super Attacks 91FFA0D3

NBA Jam 2001

Stop Shot Clock 9109DED7

Quest Fantasy Challenge

No Enemies 910044C5
Invincibility 91082EC2

Razor Freestyle Scooter

Always Turbo 9109BFC8
9109C7C8
9109C9C8
9109D1C8
Infinite Cash 910961C6
910962C6
910963C6
Max Score 910970C8
910971C8
910972C8
910973C8
Infinite Time 916349C9
Always First Place 9100C7C9
9100D1C9

Return of the Ninja

Infinite Health 910F5CC8
Invisible! 910632CB
Have Power Flame 910100CB
Have Iron Claw 910160C8
Have Tabi 910161C8
Have Kabuto 910163C8
Have Mantle 910164C8
Have Mizugumo 910165C8
Super Weapon 91805ACA
Super Jump 910162C8

Tomb Raider: Curse of the Sword

Infinite Health 91EA92C1
Infinite O2 91EA93C1
Have Unlimited L. Health Paks 9163B3C1
Have Unlimited S. Health Paks 9163B4C1
Have 99 Door Keys 9163B5C1
Have Sub Dock Key 9101B6C1
Have 99 Dynamite Sticks 9163B7C1
Have 99 Cannon Balls 9163B8C1
Have Old Valve 9101B9C1
Have Ancient Shield 9101B0C1
Have Crowbar 9101BDC1
Have Train Lever 9101BEC1
Have Piece Of Safe Code 9101BFC1
Have Rapid Bullets 916396C1
Have Shotgun Rounds 916397C1
Have Gun 910195C1
Have Fire Exit Key 9101B6C1
Have Generator Key 9102B6C1
Have Chemical Plant Key 9104B6C1

World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.
All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.
Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.

The Simpsons: Night of the Living Treehouse of Horror

From the main menu, access the password option. Now put in any of the following codes in order to get to new levels in the game.

Stage 2: LYTPJTQWBKQ
Stage 3: SKCFKPJTFSJ
Stage 4: GFTFSRTNWWQC
Stage 5: WSQJLTQFYWK
Stage 6: NPKYGBKTFWQ
Stage 7: XQRFJWRBTWP

Spider-Man

From the main menu, choose "Continue" and enter these passwords as shown.

Venom Conquered: GVCBF
Lizard Man Conquered: QVCLF
The Lab: G-FGN

Star Wars Episode 1: Obi Wan's Adventures

On the main menu screen, access the Password option and enter any of the following codes.

The Trade Federation Landing Craft: BQVQK
The Naboo Swamp: WNLRM
Naboo Swamp & Sacred Place: SDGNK
Coruscant: CNLML
The Catacombs of Theed: BXGTG
The Streets of Theed: QSRVJ
Queen Amidala's Palace: TKGJZ
The Final Battle: LPZCP

Star Wars: Yoda Stories

Enter these passwords to get to the different stages as shown.

Stage 2: XKJ
Stage 3: GJP
Stage 4: TDM
Stage 5: WTM
Stage 6: ZBV
Stage 7: QTC
Stage 8: TGR
Stage 9: VDP
Stage 10: BFG
Stage 11: FNP
Stage 12: STJ
Stage 13: FTG
Stage 14: BLP
Stage 15: YSF

Tarzan

Level Passwords:

3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

Turok 2: Seeds of Evil

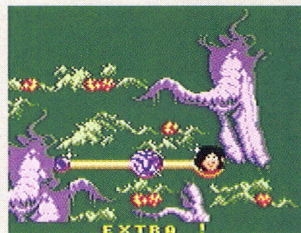
From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.

Skip Levels: DLVTRKBLVL
All Weapons: DLVTRKBWPS
Infinite Energy: DLVTRKBNRG
Infinite Lives: DLVTRKBLVS
Bird Mode: DLVTRKBIRD

NASCAR Racers

Enter the following codes on the password screen to begin at these new levels.

Jungle Level 1 Finished: KTHZTRYW
Jungle Level 2 Finished: PXMMZCHW
Jungle Level 3 Finished: TYGNDPST
Jungle Level 4 Finished: LZMTTXRS
Egypt Level 1 Finished: GCLSYGZW
Egypt Level 2 Finished: DYCLNSDR
Egypt Level 3 Finished: DTDWWYDZ
Egypt Level 4 Finished: CNCMCML
Europe Level 1 Finished: DSTZLCTY



Europe Level 2 Finished: NHKMRZRZ
Europe Level 3 Finished: LSCLLZS
Europe Level 4 Finished: MKYTNHCX
St. Petersburg Level 1 Finished: PPTSZTNT
St. Petersburg Level 2 Finished: TTCWDXSW
St. Petersburg Level 3 Finished: PGPMMWKPY (Press START during the race and choose "Quit Race" to win with Gold Racer status.)



Turok 3: Shadow of Oblivion

On the title screen, highlight and enter the options. Access the "Password" option and enter any of the following codes.

Level Skip: XCDSDFS (Pause the game and press Left or Right to change levels. Press the SELECT button to go to that level.)
Infinite Lives: FJVHDDK

Wario Land: Super Mario Land 3

Max Out Lives, Hearts, Coins, Etc: Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold A+B, and keep them held for the entire trick. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

World Heroes 2 Jet

Scorch Mode: When the Takara code appears, press Right, Left, A, B, Down, A, B, Up. You will hear a sound to confirm that the code was entered correctly. The Scorch Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character and it also allows you to choose fighting styles (like in Versus Mode) in Training and Tournament Modes.

Spiderman 2: The Sinister 6

From the main menu, access the Continue option to get the Password screen. Enter these codes below to advance to higher levels in the game.
Mysterio Defeated: MPI63C



Sandman Defeated: PL851D
Vulture Defeated: MM947F
Scorpion Defeated: TS619G
Kraven Defeated: LR619G





Game Boy Advance

Castlevania: Circle of the Moon

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode: Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode: Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode: Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller"

in the upper-left hand corner.

Thief Mode: Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

Earthworm Jim

Level Skip: Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select: Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?: SELECT, R-Shift, B, Down, L-Shift, B.

Down the Tubes: SELECT, L-Shift, Down, A, R-Shift, A.

Snot a Problem:

R-Shift, Up, SELECT,

L-Shift,

R-Shift, Left.

Level 5: R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.

For Pete's Sake: Right, Left, R-Shift, L-Shift, A, R-Shift.

Buttville: L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

GT Advance: Championship Racing

On the title screen, press and hold the L-Shift+R-Shift buttons, then enter pme pf the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1: Hold Right and press B.

Extra 2: Hold Left and press B.

Ending Credits: Hold Up and press B.

Iridion 3D

Level and Boss Select: On the title screen, move down until you access the "Password" option. On the password screen, put in the following codes (Make sure to include the * symbols at the beginning and end of the passwords). First, enter *S3L3CT0N* and when you are taken back to the title screen, enter the Password option again and put in *SHoWT1M3* for the second password. You will be automatically taken to the "Options" screen. The last two options will be "Start Level" and "Start at Boss." From here you can start at the beginning of any level, or you can choose a level number and choose to start at the boss of that level. During the game, press SELECT to end the current level and return to the title screen.

Pinobee

Secret Transformation: Once you get all 16 regular items from one color category, the Queen and King Items will be available. Normal items will be in the Item Capsules on the map. Collect these two items to be transformed into Super Pinobee.

Pitfall: The Mayan Adventure

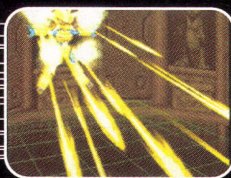
Level Select: On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug: To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Infinite Continues: Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down. This will give you an unlimited amount of continues.

This ain't your little brother's card game.

Features exciting 3D Polygon Battle Sequences!



DIGITAL CARD BATTLE™



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COMIC MISCHIEF

Coming Soon

HOT TITLES ON THE GAMING HORIZON



Shrek

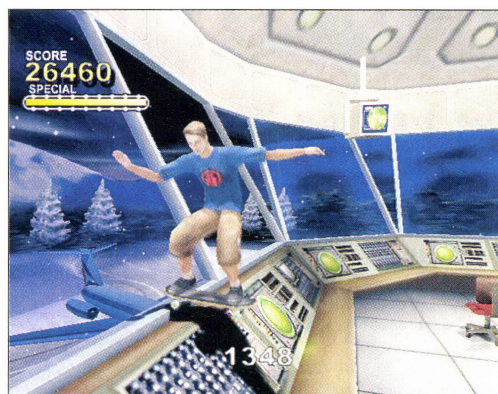
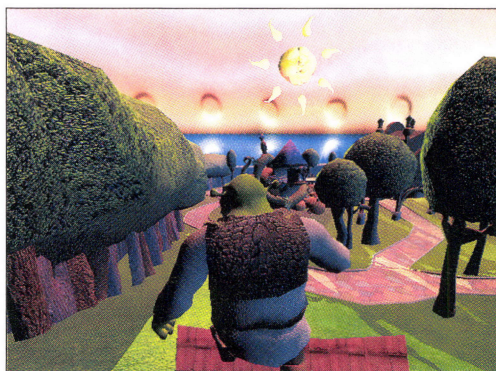
Publisher: TDK Mediactive
Developer: Digital Illusions
Release Date: November

One of this summer's biggest blockbusters will be a game for the launch of the Xbox—Shrek!

The game follows the exploits of Shrek, a kind-hearted ogre who has a knack for getting himself into trouble. Armed with an arse, err... arsenal of belches and farts (which he can light...) he must solve a number of mini-quests.

Shrek looks gorgeous and its attention to detail is one of its outstanding features. If you saw the movie, you'll see a lot of familiar territory. In keeping with the source material, there will be plenty of humorous voice-overs.

Unlike most Xbox's more mature or advanced titles, this is one that both experienced players and youngsters will be able to dive right into.



Tony Hawk's Pro Skater 2X

Publisher: Activision
Developer: Treyarch
Release Date: November

If you can't get enough skateboarding action, you would do well to check out this spectacular-looking Xbox entry into the popular Tony Hawk series.

This high-skill game lets you take on the courses of Tony Hawk 1 & 2, which, by the way, have never looked better. Even more important to TH fans: You will now be able to perform Manuals in the original Tony Hawk levels, letting you attain higher scores than ever before.

If this isn't enough to pique your interest, you will also be able to test your skills on three new radical environments!

PS2 PlayStation 2

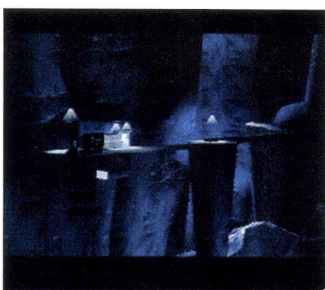
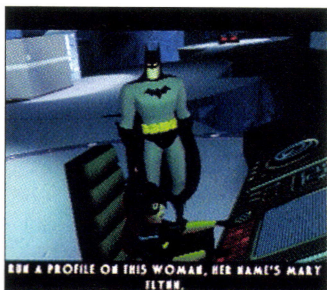
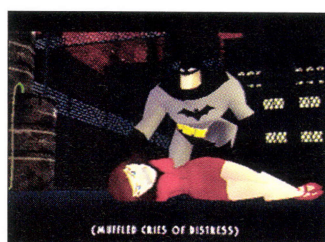
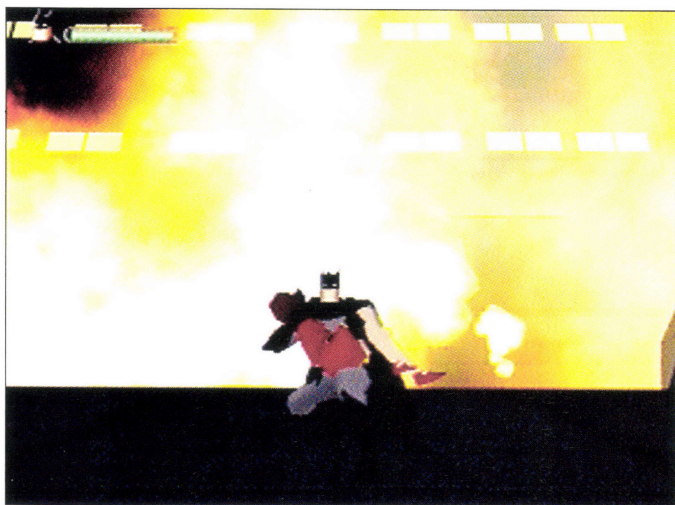
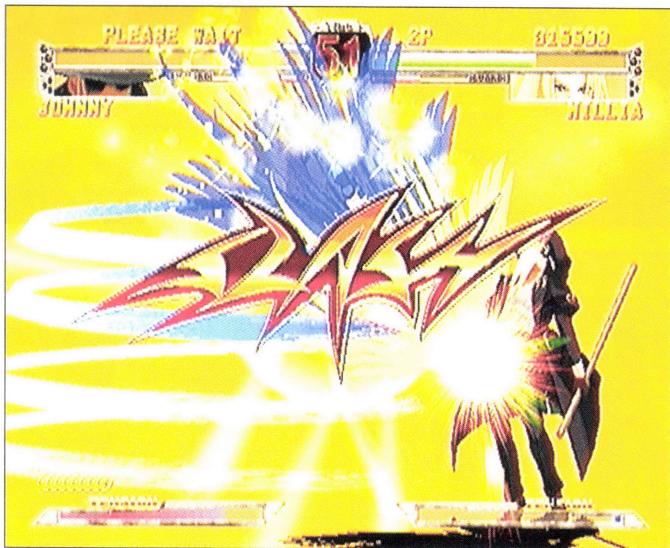
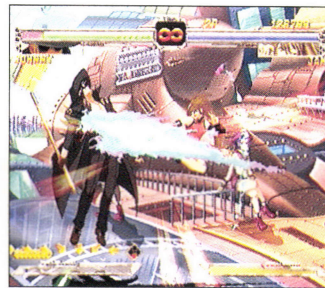
Guilty Gear X

Publisher: Sammy
Developer: Arc System Works
Release Date: October

Guilty Gear X is one of the most frequently imported games out right now. Fortunately, the game's going to be released in the States, so if you've been afraid to import up until now, you're in luck. American PlayStation2 owners can soon get in on the flashy, fast-paced, insane combo-fest that is Guilty Gear X.

In case you're not familiar with the game, we'll fill you in. GGX is the sequel to the sleeper hit fighting game, Guilty Gear, for PlayStation. The gameplay is crazy (with plenty of huge combos and screen-filling supers), but there's also a lot of technique involved. Although the game's complex engine takes some getting used to, if you look past the big combos, you'll find some pretty deep techniques available. The game has a plenty of characters and graphics that these screen shots just can't do justice to.

Check out our full guide for Guilty Gear X in the next issue!



Batman Vengeance

Publisher: Ubi Soft
Developer: Ubi Soft
Release Date: October

The adventures of the Dark Knight continue in Batman Vengeance. This third-person adventure game will pit our favorite Caped Crusader against a host of his most famous enemies, including the Joker, Poison Ivy and Mr. Freeze. This game has healthy doses of both action and puzzle-solving.

Visually, the game is impressive, boasting the same visual flair of *The New Batman Adventures* series. To further the feeling of playing in an interactive cartoon, you will be able to navigate around a fully rendered 3D Gotham City. For those of you with the 5.1 audio set-up, this game supports all channels of sound, making for an even more immersive game. All of this adds up to a story that Batfans will want to get their hands on.



Dreamcast

Bomberman Online

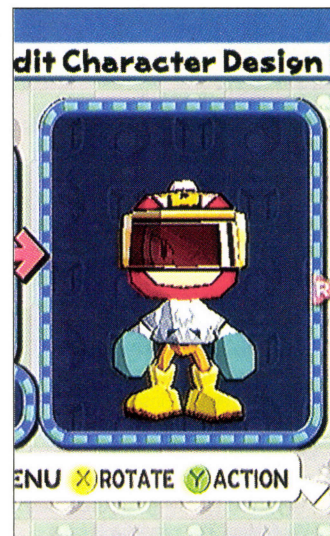
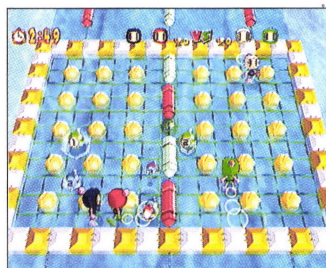
Publisher: Sega

Developer: Hudson

Release Date: October

If you don't know what Bomberman is by now, where have you been? If you DO know what Bomberman is, then you're in for a real treat. Despite a slew of recent titles that strayed from the classic gameplay, Bomberman Online returns the series to the multi-player insanity we all know and love.

Bomberman Online contains everything you'd expect in a classic Bomberman game, plus a lot more. There's a single player mode, of course, but the real fun lies in battle mode. BO adds four new battle modes, and the best feature of them all is the online play! You can take on bombers from all over the country and even create your own unique look so everyone will remember who blew them up. It's gonna be a blast!



GameCube



Pikmin

Publisher: Nintendo

Developer: Nintendo

Release Date: November

No, we didn't misspell Pokémon. Pikmin, also by Nintendo, is a very different game that is more along the lines of a real-time strategy.

You must control a spaceman who has found himself stuck on an unforgiving alien planet. To help him survive, you must enlist the aid of beings called Pikmin who can fulfill a number of tasks, from carrying objects to killing monsters.

This unique game is being developed by Shigeru Miyamoto, creator of Mario and Zelda, and is said to be his next "big thing." Only time will tell if this one lives up to the expectations.



Game Boy Advance

Klonoa: Empire of Dreams

Publisher: Namco

Developer: Namco

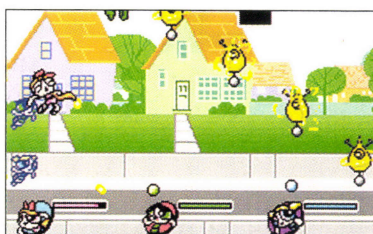
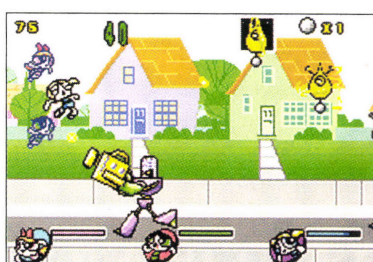
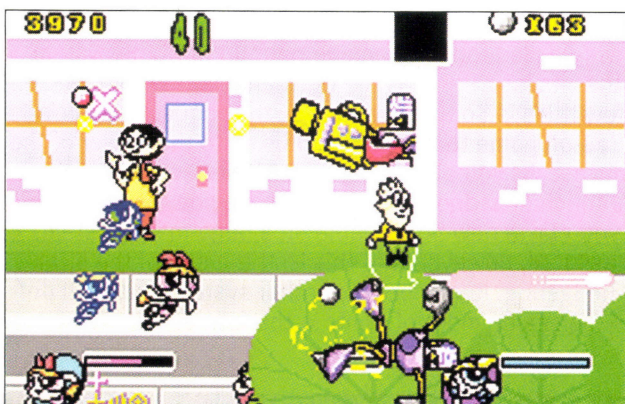
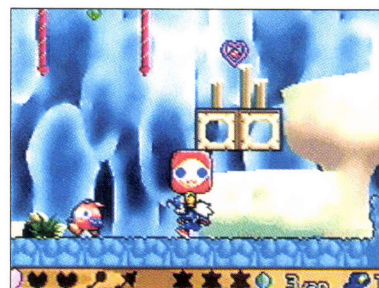
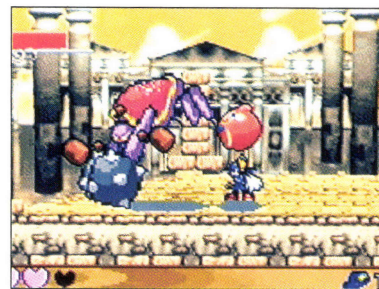
Release Date: September

Right on the heels of his PlayStation 2 debut, Namco's lovable little cat-looking thing, Klonoa, is making his debut on the Game Boy Advance.

Although the previous Klonoa games used polygon graphics, the gameplay was strictly old-school side scrolling. This portable version keeps that tradition alive with some of the best platform action to grace a video game in some time.

As you travel through each level, you'll have to keep an eye open for three hidden stars (they're often in hard-to-reach places). The trick is finding out how to reach these stars, which are required to open the door that leads to the next stage.

The game's graphics and animation are amazing, and everything looks exceptionally sharp on the GBA's screen. If you're a fan of classic 2-D games, you'll have a lot of fun with Klonoa.



The Powerpuff Girls: Mojo Jojo A-Go-Go!

Publisher: BAM!

Developer: Sennari Interactive

Release Date: October

The Powerpuff Girls are three of the most popular superheroes out there today. They've already starred in three Game Boy games, and now they're coming to the GBA.

This new game plays like a classic side-scrolling shooter (ala Gradius), with the player controlling the three girls as they fly through Townsville, blasting the evil monkey, Mojo Jojo, and his robotic creations.

Certain enemies are vulnerable to a particular girl's weapon, so switching control over to the right girl for the job is key to successfully saving the day.

When things get desperate, you can even pick up mailboxes or rip trees out of the ground to toss at your foes. Get this game, and once again, the day will be saved thanks to the Powerpuff Girls.

Game of the Month

S E P T E M B E R 2 0 0 1



Sonic's Sega System Swan Song



Alas, the Dreamcast's days are numbered, but luckily, Sega isn't letting the system silently drift off into the annals of video game history. Instead, loyal Dreamcast fans will be seeing a steady stream of quality games released for the machine right up until the system breathes its last. Perhaps the most anticipated of these last few titles is Sonic Adventure 2, the sequel to Sonic's first 128-bit game that introduced us all to the power of the Dreamcast. As you play this game, it's perfectly natural to feel a touch of sadness because this may be the last time that you play a new Sonic game on a Sega-made system. Rest assured, however, that this isn't the end of the little, blue hedgehog. It may be on another system, but we'll definitely be seeing more of Sonic in the future.



HERO STAGES



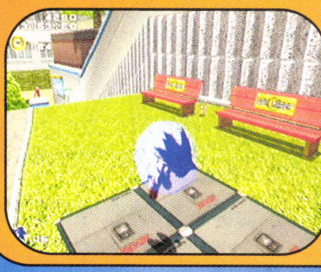
STAGE 1: CITY ESCAPE

- This stage serves as an introduction to the game's fast pace and allows you to get used to such techniques as precise jumping and grinding. Learn these skills now; you'll need them throughout the entire game.
- There's a Chao Box in this stage that can be tricky to reach if you're unfamiliar with the art of grinding. It's located at the top of a large ramp that sits at the end of a long rail. As you grind down the rail, hold down the B button to crouch and increase your speed. To further increase your speed, lean into curves in the rail as you go around them. By the time you reach the end of the rail, you will have enough speed to simply run up the ramp, where the Chao Box awaits.



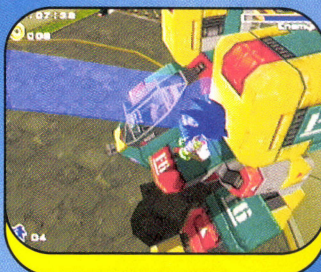
SPECIAL ITEM

Magic Gloves: Reenter the first stage when you earn both the Bounce Attack and the Flame Ring, then head for the four metal boxes shown in the photo. Bounce on them to break them and collect the Magic Gloves from the pit that the boxes covered. The Gloves allow you to grab your enemies and toss them at other foes to get rid of them both.



VS. F-6T BIG FOOT

- This first boss is easy to defeat. To destroy it, simply run around the circular arena, dodging its machine gun fire. When it lands, it will begin firing missiles at you. Continue running so the missiles can't get a lock on you, and perform a homing attack at the boss' cockpit as the missile fire dies down. Don't be greedy and attempt another attack; just wait for the attack cycle to repeat before attacking again. A couple of hits and Big Foot will go down.



STAGE 2: WILD CANYON

- Knuckles' stages can be tricky simply because of the often confusing level design and the vagueness of his "crystal radar." As you roam any of Knuckles' levels, take note of when the radar signals that a crystal is nearby. When it does, wander in one direction to see if the signal becomes stronger. If it doesn't, head back to where you were and try another direction until you get closer to the crystal shard. This process of elimination is the quickest way to find the crystals in these large stages.
- Keep in mind that the crystal locations are randomized, so every time you play the game, they'll be in a new hiding place. With this constant variation, learning to quickly track down the shards is an important skill to learn.



SPECIAL ITEM

Mystic Melody: Return to this stage with the Shovel Claw and use it to burrow through the painting above the Lonely Statue to collect the Knuckles' Mystic Melody. Play the Mystic Melody near a shrine (there's one in the hidden room that you've found), and you'll create a warp zone that will send you to another part of the level.



Super Sonic Sequel

by Phil Theobald

phil_theobald@ziffdavis.com

Sonic the Hedgehog celebrates his 10th anniversary this year, and to commemorate the occasion, Sega has given the little blue guy what may be his final game on a Sega system.

Unlike the first Sonic Adventure game (which was a Dreamcast launch title), Sonic Adventure 2 has done away with the, well, adventure aspects of the game. This game is pure action, just like the Sonic games of old.

The featured gimmick of this new game is the ability to play through the game as both the good guys (Sonic and co.) and the bad guys (Dr. Eggman and his villainous buddies).

Of course, if Sega wanted you to be able to play as a truly evil character, they would have let you play as the game's camera. I lost more lives at the hands of that erratic creature than by any of Eggman's robots.

database

time to complete **12 Hours**

challenge **Moderate**

coolest character **Shadow**

cooler than Shadow **Metal Sonic**

best advice **Watch out for the camera angles!**

also try **Sonic Adventure**

system **Dreamcast**

publisher **Sega**

developer **Sonic Team**



www.sega.com



SONIC CELEBRATION

Happy Birthday, Sonic

On June 23, 1991, the first Sonic the Hedgehog game made its debut on the Sega Genesis. Exactly 10 years later, Sega released an ultra-limited edition Sonic the Hedgehog Birthday Pack.

The Goods

Along with a copy of Sonic Adventure 2, the special Birthday Pack contains a blue package with a booklet that chronicles Sonic's history, a CD containing the best music from the Sonic games and a commemorative gold coin engraved with an image of the 'hog himself. All this comes in a full-color box that featured some incredible Sonic artwork.

Why Have You Forsaken U.S.?

We didn't use the term "ultra-limited edition" lightly. The Sonic the Hedgehog Birthday Pack was only available for two days, June 23 and 24, 2001, and only to Japanese consumers.

We'll Eat Them Table Scraps

Although a few retail stores in America received limited quantities of the blue package with the Sonic goodies to give away to customers who bought Sonic Adventure 2, supplies were very low and it didn't include the nice box to store everything in. Still, a bunch of free goodies is a great way to celebrate Sonic's 10th anniversary.

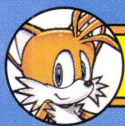


Lucky gamers in Japan got to buy this great set full of Sonic goodies.



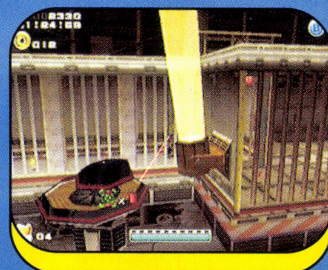
VS. DR. EGGMAN

- Dr. Eggman may seem tough at first, but take advantage of the lock-on weapons that Tails' machine uses and you can defeat him in no time. Stay behind the mad doctor by running in a circle around him and fire away. If you can hold that position, you'll have an easy victory.



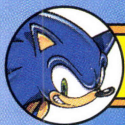
STAGE 3: PRISON LANE

- Like Sonic and Knuckles' first stages, Prison Lane serves mostly to get you accustomed to Tails' control scheme.
- Learn to use the lock-on weapon effectively, as it is Tails' most important offensive ability.
- This stage features many gates that only open once you've cleared a particular area of enemies. If you find yourself trapped, search around for a foe that may be hidden up in a corner (or even out of the room as seen in this picture) and take it out. You'll be free to move about the level once you've dispatched the baddies.



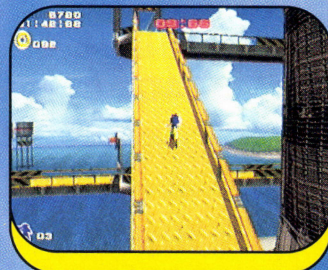
SPECIAL ITEM

Laser Blaster: There is a hallway in the room with the Goal Ring that blocks the way to some steel boxes. Before you enter the Goal Ring, destroy all the enemies in the room to open the bars. Use the Bazooka to blast the boxes apart, then enter the hallway to collect the Laser Blaster, an extremely powerful gun enhancement.



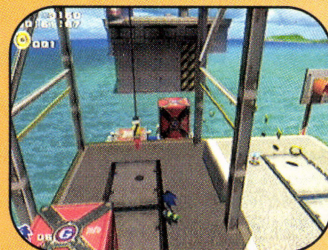
STAGE 4: METAL HARBOR

- Here's a quick and easy way to get through this stage: Press Up on your controller's Analog Stick. Since there's not a lot of obstacles in this stage, constantly pressing Up to run will get you through with minimal trouble.
- To collect the Chao Containers and a few special items (such as 1-ups), you'll need to use the Homing Attack to rebound off of enemies in order to reach a few out-of-the-way platforms.
- At the end of the stage, you have to climb a series of ramps and reach an about-to-take-off rocket. Don't let the countdown fool you. You can skip all the booster pads on the ramps and still make it to the top with plenty of time left over.



SPECIAL ITEM

Light Shoes: Finding the Light Shoes is very simple and very necessary. A trail of rings begins off the edge of a seemingly dead end. There's a pulley just to the left of the ring trail. Take the pulley to collect the Light Shoes, which are sitting in plain sight. The Shoes allow you to "ride" a path of rings across open pits without falling in.





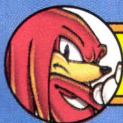
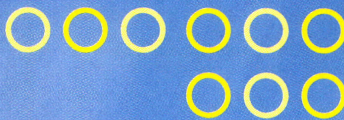
VS. SHADOW

- The same technique that Tails used to defeat Eggman will work on Shadow. Stay behind him at all times and attack to catch him off guard. Use your Homing Attack when he stops moving to get a quick hit in.
- Since Shadow is very similar to Sonic, he'll also pick up rings during the fight. If you get hit by him and lose your rings, be sure to collect them quickly so that he doesn't steal them. Being caught without any rings is always a bad idea in a Sonic game.
- Stay away from the edge of the arena to avoid falling into the drink when you take a hit.



STAGE 5: GREEN FOREST

- This is another one of those "press Up to clear" stages. However, if you want to find more rings and Chao Containers, slow down and explore the level a bit more. Don't worry too much about the eight-minute time limit here; you can still clear the stage with time to spare.
- Don't become disoriented by the shifting ground near the end of this level. Just slow down and take the jumps one at a time to avoid falling into the water below.



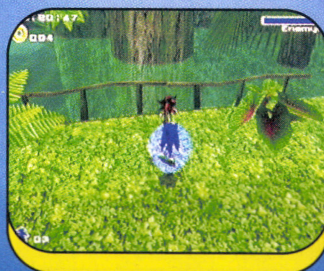
STAGE 6: PUMPKIN HILL

- This stage's layout can be very confusing at first. Ride the small rockets to higher levels of the stage and use Knuckles' gliding ability to fly around and get the lay of the land.
- The crystal shards may be well hidden even if they're in plain sight (you can't partially thank the camera for this). When the crystal radar begins flashing red, crawl all around the walls in the vicinity so you can scope out every possible place where the crystal might be hiding.



SPECIAL ITEM

Shovel Claw: The Shovel Claw, which allows you to dig into the ground or walls, is very easy to find. Just run straight ahead when you start the stage and you'll come across them.



SPECIAL ITEM

Ancient Light: Make sure to stop as soon as you go up the curved ramp after the level's first big loop. There's a small ledge that you might not see if you're going too fast that has a robot floating in front of it. Use the Homing Attack on the robot and you'll end up on a new platform. Continue ahead on this new path and you'll reach the Ancient Light, which boosts your attack power.



Sonic in PSO?!

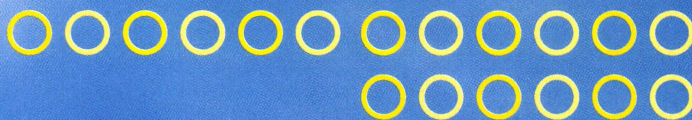
Secret Sonic Surprise

Between the middle and end of June, Phantasy Star Online players got a nice, Sonic-related surprise. To celebrate the hedgehog's 10th anniversary, Sonic, Tails, Knuckles and even Dr. Eggman could be found hanging out on board PSO's ship, the Pioneer 2.

What Went Down

There were fireworks going off outside the ship to mark the occasion and the theme song from Sonic Adventure, *Open Your Heart*, played as you walked around the main area of the Pioneer 2. Although you couldn't interact with the Sonic characters, it was fun to see them in an unexpected environment.



**STAGE 7: MISSION CHEAT**

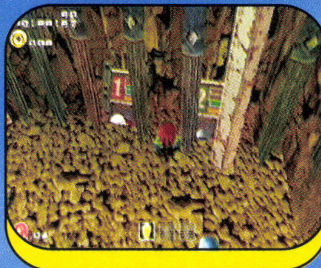
- Don't forget to collect the Booster in this stage; you'll need it if you want to make it over some of the pits that appear when the road you're travelling on collapses.
- There's a section of road that's blocked off by a stack of metal cages. To get past them, you must back-track a bit until you reach a missile sitting on the ground. Step on the large green button behind the missile to launch it into the cages. With the path freshly cleared, you're free to proceed.

**SPECIAL ITEM**

Booster: Near the beginning of the stage, a section of street that you're walking on will collapse, taking you with it. When you land, you'll see a sign directing you to the right. Jump over the barricades to the left to collect the Booster, which allows Tails' Tornado 2 to hover for a short time.

**STAGE 8: AQUATIC MINE**

- There are three switches that adjust the water levels for the entire stage. The first two are directly behind you when you start the stage, and the third one (which drains most of the water) is located at the stage's highest point, which you must climb to from the pillar in the center of the room.
- Before finding any of the crystal shards in this stage, find the Air Necklace so that you can stay underwater without the fear of drowning poor little Knuckles.

**SPECIAL ITEM**

Air Necklace: Drop down the pit shown in the picture and swim your way to the Air Necklace. You'll have to be fast so that you don't drown, but if you can reach this valuable treasure in time, you can stay underwater indefinitely.

**STAGE 9: ROUTE 101**

- Tails has transformed the Tornado into a race car and has hit the highway in an effort to catch the president's car. This driving stage is very different from all the previous stages, so you'll have to get used to a new control scheme.
- Collect 20 rings from the track to perform a turbo boost to build up your speed. Don't pass up the large red balloons floating above the track; each one holds a bunch of rings.
- Rouge has a stage very similar to this one (Dark Stage 10: Route 280). Clearing either Route 101 or 280 unlocks the hidden Kart Race mini-game, which is accessible from the 1P Play screen before you begin the game. Complete the second racing stage and you'll unlock the two-player version of the Kart Race. This hidden kart game isn't as good as Mario Kart, but it's a nice little bonus.





STAGE 10: HIDDEN BASE

- There are doors scattered throughout this stage that feature the unmistakable likeness of one Dr. Eggman. Whenever you see one, shoot it until it blows up. Not only will this reveal paths that you must follow to clear the stage, but there are sometimes bonus items, such as Chao Containers, hidden behind them.
- This stage is chock-full of columns with dynamite strapped to them. Don't be shy about blasting the explosives so that the columns crumble. You'll need to do this a lot in order to drop platforms down to your level.

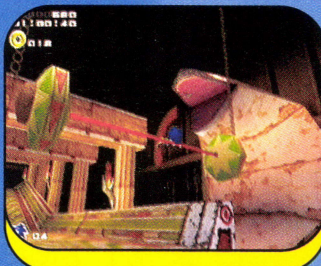
SPECIAL ITEM

Mystic Melody: After you defeat the first batch of robot monkeys (all games need robot monkeys) that you encounter on this stage, drop down to reach the lowest possible platform. Use the Bazooka to destroy the four metal blocks in front of you to reveal the Mystic Melody, which gives Tails the power to warp from the mysterious shrines



STAGE 11: PYRAMID CAVE

- The hourglass switches in this level will open certain doors for a limited time when you bounce on them. As soon as you hit the switch, charge forward to get through the door before it closes. If it looks like you're not going to make it, try rolling under the door by pressing the B button.
- There are some bars hanging on this level that Sonic needs to swing from to propel himself high into the air. To get the most height out of the swing, press the jump button when you see a red flash appear near Sonic's feet. It goes by quickly, so you'll have to have fast reflexes to properly time the jump. Pull it off, though, and Sonic will perform a dismount worthy of *Gymkata*.



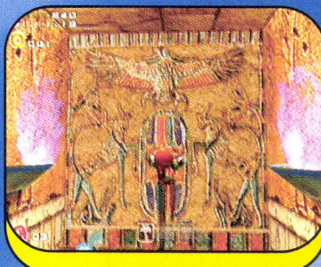
SPECIAL ITEM

Bounce Bracelet: The Bounce Bracelet is tough to miss—it's sitting in the middle of the path after you clear the first loop on this level. Use it to bounce Sonic like a basketball to reach higher ledges.



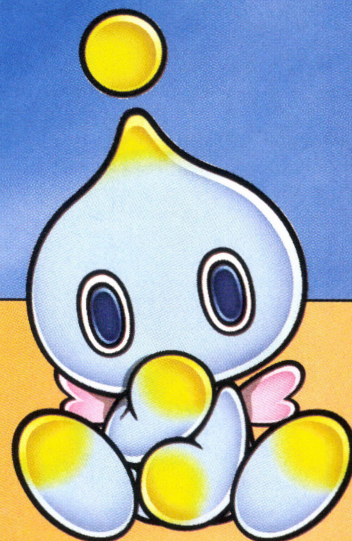
STAGE 12: DEATH CHAMBER

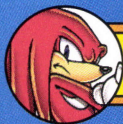
- This is one of the least confusing of Knuckles' stages. The level design is essentially three spokes extending from a central hub. Each spoke has a dominant color: green, blue or red. Remember the colors of the hallways to keep yourself from getting lost in the stage.
- Whenever you see a wall like the one in the picture, dig through it and you'll appear on the other side. You'll need to do this often if you're going to find the hidden keys in this stage.



SPECIAL ITEM

Hammer Gloves: Go straight ahead when you start the level and proceed through the hourglass-controlled door. Inside, you'll find four boxes built into the wall. Break them and you'll find the Hammer Gloves, which power up Knuckles' attacking power.



**VS. KING BOOM BOO**

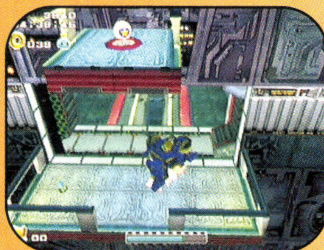
- The King Boom Boo fight is very reminiscent of the boss fights from Sega's classic Saturn game, *NiGHTS Into Dreams*.
- Run around the circular arena ahead of Boo and dodge the fireballs that he shoots. Don't get too far ahead of him, though, or he'll begin attacking with his tail.
- When Boo stops, he'll begin spewing out a large flame. Use this opportunity to run up behind him so you can attack the small ghost that's holding the hourglass.
- When you hit the hourglass, a panel on the ceiling will open and allow sunlight to come into the room. Boo will get scared and dive into the floor or wall.
- Even though Boo is out of sight now, you can still see his shadow. Position yourself over the shadow and dig until you pull a surprised Boo out of the ground.
- Boo will be stunned after you extract him from the wall or floor. Punch him and he'll take damage. Repeat this process until you defeat him.

**STAGE 13: ETERNAL ENGINE**

- Scattered throughout this stage are packs of dynamite attached to the walls. Take extra care not to shoot these explosives, as they will blow open the wall and create a vacuum that will suck you out into space. And that, you see, is bad.
- There are also bridges that can easily be destroyed with dynamite. Although you can usually use the Tornado's boosters to fly over downed bridges, it's a lot easier (and safer) to not destroy the bridges and to simply walk over them.
- At the very end of this stage, you'll fall down a pit that is full of laser bars. Hover to slow down your descent in order to give you time to dodge the deadly beams.

SPECIAL ITEM

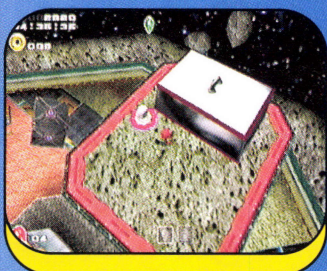
Bazooka: To get this weapon upgrade, you must cross the last bridge in the stage without destroying it. Flip the switch at the far end of the bridge, then drop down to the newly-opened door below the switch to claim the prize.

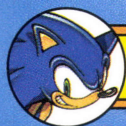
**STAGE 14: METEOR HERD**

- This stage seems relatively small, but it extends very high into the sky. You'll have to do a lot of climbing and rocket travelling to explore the entire stage.
- As you explore, watch out for the giant meteors that fall out of the sky. If they hit you, you'll lose your rings.
- Once you've worked your way up to the floating platforms, climb even higher by riding the black platform shown in the picture up to the next floating piece of land. To make the platform work, however, you must first use a nearby missile to destroy the cage around the switch in the picture. When the black platform drops, hit the switch and immediately jump on the platform. It will rise, giving you access to a lot more territory.

**SPECIAL ITEM**

Sunglasses: Punch the meteor (pictured at right) into the metal door straight ahead of it. Just past the door is a switch. Hitting the switch will make the floor inside the stage's central column open up. Drop down inside the floor and you'll collect the sunglasses, which allow you to see hidden treasures.





VS. EGG GOLEM

- Two bosses in a row? Luckily, the Egg Golem is easier to take down than it looks.
- To damage the Golem, you must run around behind it and climb the steps on its back until you can target the vulnerable spot on its head. To get there, though, you must dodge its multiple attacks.
- Its main attack is simple punching with its fists. There's a sizable windup before the attack, so you should be able to easily dodge it.
- When the Golem begins sweeping its arms around the platform, watch carefully so you can jump over its massive hands.
- The most difficult attack to dodge is when it slams both hands down on the platform and follows up with a headbutt. Position yourself right next to its hand so you don't get hit by its head.
- If you happen to fall off the platform into the sand below, keep jumping until you reach the safety of one of the lower platforms.



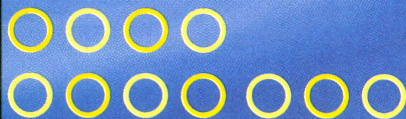
VS. ROUGE

- To defeat Rouge, you'll have to constantly stay on the move. Sit still for a moment and she's sure to get an attack in on you.
- When the ground opens and you are blown into the air, glide over to the beams on the sides of the arena. Keep moving, though, or Rouge will drop out of the sky and nail you again.
- Rouge does have a super attack, and she'll yell before she uses it. When you get the warning, jump into the air and begin gliding around. You're less likely to be hit when you're airborne.



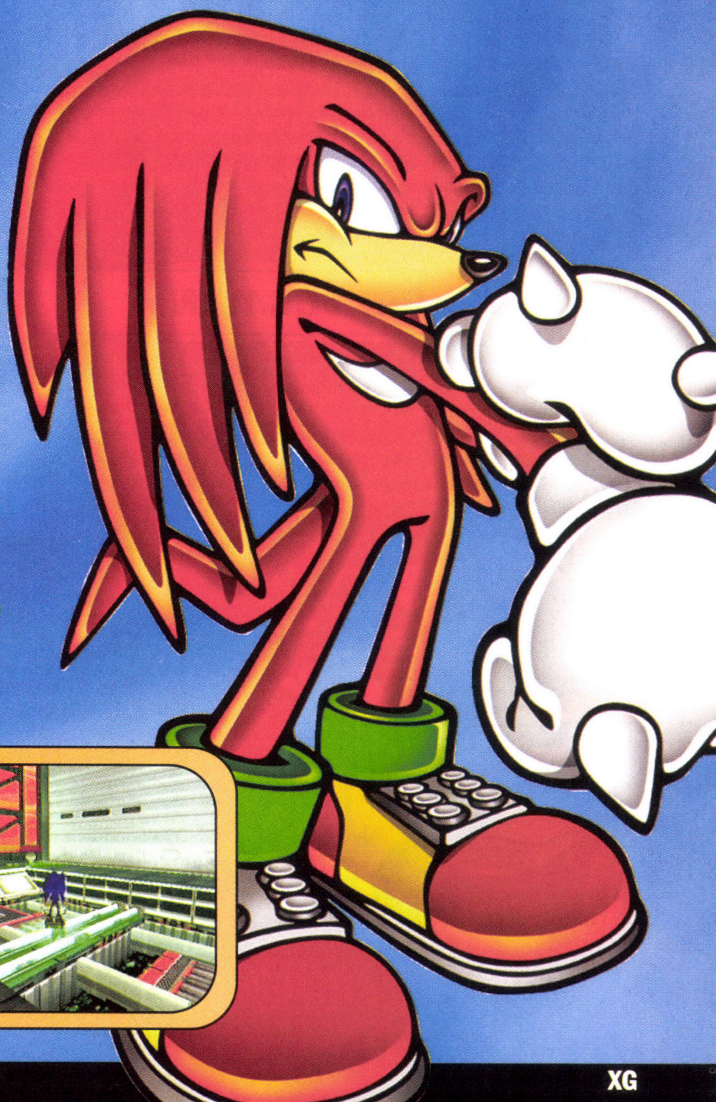
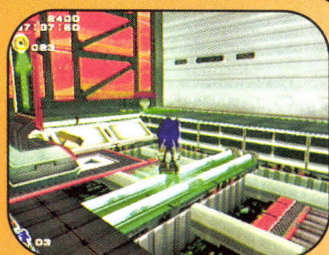
STAGE 15: CRAZY GADGET

- The predominant feature of this stage is the anti-gravity switches. Hit one and Sonic flies up to the ceiling. This can be extremely disorienting, so step carefully.
- When you reach the area where you must choose among three gravity switches, choose either the left or right one. The center one spells instant doom.
- We don't know what it means, but the second half of this level contains multiple sections of wall decorated with glowing green "X"s, very similar to Microsoft's Xbox logo. Heck, there's even small "Xboxes" that Sonic can pick up. Is this some sort of not-too-subtle hint, Sega?



SPECIAL ITEM

Flame Ring: When a gravity switch drops you into an area filled with green "X"s, turn around and hop onto one of the springs behind you. It will bounce you up to the Flame Ring, which allows you to break steel boxes.

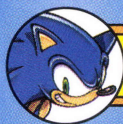
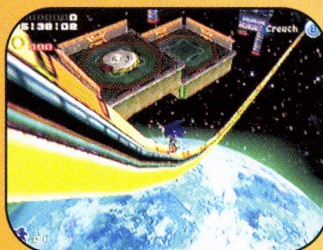


**STAGE 16: FINAL RUSH**

- This stage is a rush! Hopefully you've mastered grinding by now, since that's what this stage is all about. You need to make a lot of precision jumps and landings so you won't fall off the rails and burn up when you reenter Earth's atmosphere (which we've all done, so we don't need to tell you how much that stings).
- If you see a large red "X" coming at you as you grind a rail, prepare to jump. That "X" means that the rail is about to end.
- If you do happen to fall off a high rail early in the game, don't give up hope. If your aim is true, you may be able to land on a rail down below.

SPECIAL ITEM

Mystic Melody: Immediately after you pass a Mystic Melody shrine, you'll have a chance to collect the Mystic Melody. Grind down the rail just after the shrine, but jump off when you see this rocket to your left. It will take you to where the Melody sits.

**VS. SHADOW**

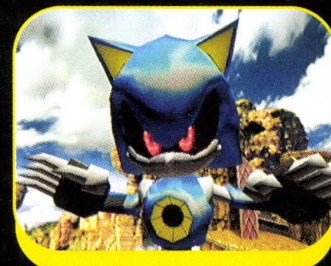
- Be prepared to fight during your race against Shadow. At first, you can simply use your Homing Attack to hurt him, but he'll soon grow impervious to it.
- When the Homing Attack no longer works, wait for Shadow to use the Chaos Control attack. Jump right before he uses it and zip behind him while the attack is still going on. Shadow will be stunned for a moment, so be sure to get a quick attack in.
- Don't hang around in one place too long. The bridge that you're fighting on is collapsing, and you can easily fall off it if you're too slow.

**VS. DR. EGGMAN**

- It's your final showdown with Eggman, and you fight him almost exactly the same way that you did before. Just stay behind him and attack.
- Eggman does have a new, more powerful laser that will do major damage if it hits you. When he's about to shoot it, begin hovering away from him. Fly so that you land behind him while he's shooting. As long as his laser is still firing, he's a sitting duck.

**HIDDEN CHARACTERS**

By completing all the missions in all of a character's stages, you can unlock some hidden characters in the 2 Player Action game. When selecting a character in that mode, press Left or Right to reveal new outfits for your chosen character or even secret characters such as a Chao or the evil Metal Sonic. All six of the game's playable characters have these hidden characters attached to them, so clear all those missions!



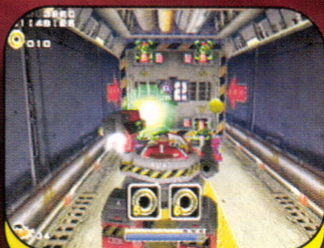


DARK STAGES



STAGE 1: IRON GATE

- If you couldn't tell from his vehicle, Dr. Eggman controls much like Tails. Any techniques that you learned with the little fox apply to the bad doctor.
- About the only (mildly) tricky thing in this stage are the doors that can only be opened once you've destroyed multiple sensors on them. Get that lock-on laser ready!



SPECIAL ITEM

Laser Blaster: Just past the first checkpoint in this stage, you'll find these two large tanks. Destroy them with the Large Cannon and you can upgrade your weapon to the Laser Blaster.



STAGE 2: DRY LAGOON

- Let's see...if Eggman plays like Sonic and Shadow plays like Sonic, then who does Rouge play like? If you guessed Knuckles, you're not as smart as you think you are. The answer was quite obvious, really. Regardless, the sassy little bat controls exactly like the feisty little echidna.
- There are turtles in this stage that will transport you to other sections of the level when you stand on one of their backs and press the B button. Use them to get around.
- One turtle swims in a loop underwater. When you need to hitch a ride on him, you may need to wait a bit for him to circle back around to where you are. EGM's Chris Johnston refers to this turtle as the "Secret Turtle"...



SPECIAL ITEM

Mystic Melody: On the wall to the right of where you start the level is this painting. Dig through it with the Pick Nails and you'll find the warp-enabling Mystic Melody.



STAGE 3: SAND OCEAN

- When you detonate the dynamite that's attached to the columns in this stage, make sure that you're not actually underneath the columns when they fall. That would hurt.



SPECIAL ITEM

Mystic Melody: Before hopping onto the spinning platform at the beginning of the stage, look over to the left. See that platform out in the middle of the sand? Ride the spinning platform until you're facing it and use the Jet Engine to fly over there. Collect the Mystic Melody and you're good to go.



**VS. B-3X HOTSHOT**

- Shadow plays just like Sonic (go figure). And sure enough, his first boss is strikingly similar to Sonic's first boss. You even defeat it in much the same way.
- Defeating the Hotshot is easy, really. Dodge its machine gun fire and missiles, then counter-attack the cockpit when the missile attack stops.
- The Hotshot does have a powerful laser that will home in on you with a red target. When you see the target around you, quickly run away to escape the beam's range.

**STAGE 4: RADICAL HIGHWAY**

- If you didn't learn this lesson when you were playing as Sonic, beware of the enemies that surround themselves with electric shields. Wait until they lower their shields before you attack or else you'll take damage.

**SPECIAL ITEM**

Flame Ring: After you ride the first pulley up to the higher level, turn around and roll under the giant spinning cylinder. Use the Air Shoes to travel across the trail of rings to the Flame Ring, which allows Shadow to break metal boxes.

**STAGE 5: EGG QUARTERS**

- This stage is laid out like a crude triangle, with red, blue and green rooms at the three points. With this simple layout, finding your way through this stage is pretty easy.
- Beware of the beetle robot on this stage. When the screen starts flashing green, quickly hide in the shadows. If you don't, the beetle will see you and attack.

**SPECIAL ITEM**

Pick Nails: In the Egg Fish Chamber (the blue area of this stage), launch the missile in there into the steel cages. In the room past the cages you'll find the Pick Nails, which let you dig into the walls and floor.

**STAGE 6: LOST COLONY**

- This stage is very dark, so you'll have to be careful of where you step.
- Switches like the one in the picture are often hidden behind or inside boxes. Blast every box in sight to reveal them.
- There's some green slime in certain areas of this stage—stay out of it at all costs if you value your health and your rings.

**SPECIAL ITEM**

Jet Engine: After you get through the first slime-drenched room, you'll enter a large area with two floors. To reach the second floor and the hover-enabling Jet Engine, use the boxes in the picture as stairs.





VS. TAILS

- The tables have been turned, and now you're controlling Eggman during his encounter with Tails on the carrier.
- Fight Tails the same way that you fought Eggman. Stay behind him and shoot like crazy. The little fur-ball won't be able to take your attacks for too long.

THE SECRET STAGE

By earning all 180 Sonic Emblems, you will unlock a secret stage that's a 3D recreation of the very first stage in Sonic history: the Green Hill Zone from the original Sonic the Hedgehog game. Although it's short, it's incredibly fun to play through this classic stage with a whole new perspective. As an added bonus for you nostalgia nuts, you'll be fighting the "classic" Sonic enemies while the stage's original music plays in the background. Now, let's see an entire game like this, Sega!



STAGE 7: WEAPONS BED

- There are hordes of deactivated robots lined up in this stage that are ripe for blasting. Target as many of them as you can with your lock-on weapon and you can rack up some big points.
- This is a relatively straight-forward stage. Just take it slow and you should clear it with minimal trouble.



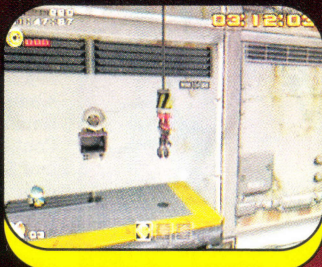
SPECIAL ITEM

Large Cannon: Before stepping off the first aircraft carrier that you're on, turn to the left and blow up the door shown in the picture. Inside is the Laser Cannon weapon upgrade.



STAGE 8: SECURITY HALL

- You're under a strict five minute time limit in this stage, so you'll have to move quickly.
- This stage is divided into four levels: Levels A, B, C and the upper level, which you can only reach by riding on the pulley shown in the picture (the pulley is located along the large column in the center of the room).



SPECIAL ITEM

Treasure Scope: When you start this stage, head to the right and climb the wall up to Level C. Use your Mystic Melody by the shrine to make some floating platforms appear. Cross the platforms and use the Iron Boots to break through the metal boxes against the wall. Behind the boxes, the Treasure Score (and its invisible-treasure finding skills) awaits.



STAGE 8: SECURITY HALL

- This fight is like Sonic's fight with Big Foot or Shadow's fight with Hotshot. To do damage, aim for the Dog's cockpit when it stops firing missiles.
- Because Rouge has the ability to climb, she can scale the fences in this arena to get above the Dog and then glide over to the cockpit and use the Drill Drive attack to damage it.



**STAGE 9: WHITE JUNGLE**

- Like Sonic's forest stage, there's not a whole lot to do here but push Up on the Analog Stick. You have a solid 10 minutes to clear the stage, so feel free to explore.
- Thoroughly search an area before you grab onto one of the bungee cords. Once it launches you away, you ain't getting back.

**SPECIAL ITEM**

Air Shoes: You'll come to a dead end where a trail of rings floats over a bottomless pit. Break the box in the picture (it's sitting right before the pit) to collect the Air Shoes, which allow you to travel along a trail of rings.

**STAGE 9: WHITE JUNGLE**

- Go to the section that discusses Sonic's first fight against Shadow. Reverse the two names, and that's how to take down Sonic in this fight.

**STAGE 10: ROUTE 280**

- Again with the similar play mechanics! Route 280 plays exactly like Tails' Route 101 stage, except this time you're trying to catch the multi-tailed sidekick.
- As you race along, look out for holes in the road and guardrails. If you're not expecting them, you can fall right off the road.

**STAGE 11: SKY RAIL**

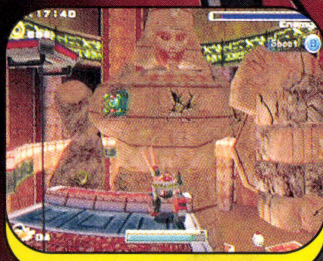
- As you could probably guess from the stage name, there's a lot of rails to grind here.
- The propeller springs are new to this stage. Jump above them and use the Homing Attack to launch Shadow down at them. Keep doing this to make the pad float upward, lifting you to a higher platform.

**SPECIAL ITEM**

Ancient Light: Use the second propeller spring in this stage to bounce Shadow high enough to see a flying enemy armed with an electric shield. Wait until the shield is lowered, then use the Homing Attack to hit the enemy. Continue using the Homing Attack and Shadow will bounce off a series of the robots. Eventually, you'll land on a high platform where Shadow's Ancient Light awaits.

**VS. EGG GOLEM**

- Eggman's fight with the Egg Golem is even easier than Sonic's.
- The creature uses the same three attacks that it used against Sonic. Use the same techniques to dodge the attacks, but if the Golem sweeps its arms across the platform, jump down into the sand below—Eggman's mech can't jump over the Golem's arms.
- Instead of attacking the Golem's head, you now need to simply shoot at its chest. With the weaponry on Eggman's mech, this shouldn't be a problem.





STAGE 12: MAD SPACE

- To reach the planets that are floating around in this stage, you'll need to get the rocket that's on the roof of the structure that you start. Two more rockets will appear on the roof when you find the Iron Boots.
- The clues to the crystal locations that you receive in this stage are either spelled backwards or are flat-out lies. If the clue claims that the shard is not in a certain place, you can bet that is actually is.



SPECIAL ITEM

Iron Boots: Get up to the Spherical Planet and head into the building at the planet's north pole. The kick-enhancing Iron Boots are in there.



STAGE 13: COSMIC WALL

- The gravity is extremely low in this stage. Take advantage of that fact to make some seemingly impossible jumps. While you're slowly floating upward, you'll occasionally have to shoot obstacles that block the platforms that you're trying to jump to.



SPECIAL ITEM

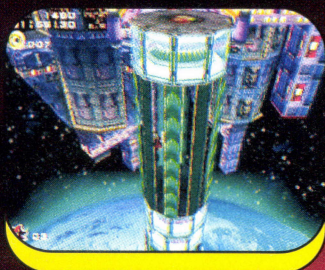
Protection Shield: See that little green dot on the platform beneath Eggman? That's the missile that you need to launch to open up the cage that contains the Protection Shield. Blast the cage, then hover and grab the Shield so you can enjoy its health-extending benefits.



STAGE 14: FINAL CHASE



- Beware the many giant red meteors hovering around the platforms. They explode at the most inopportune times and they will make you quite dead if you're not careful.
- You'll learn to hate the glowing green columns. They can really throw off your perspective, but you'll have to adapt quickly—there's a ton of 'em on this stage.



SPECIAL ITEM

Mystic Melody: From the column shown here, you can see another column that's surrounded by an electric fence. It doesn't look like you can make it, but jump to that column and climb to the top. From there, it's a short jump to a floating platform where Shadow's Mystic Melody sits.



VS. KNUCKLES

- Much like Shadow's first fight against Sonic, this is an exact duplicate of the Knuckles vs. Rouge fight in the Hero quest. Go read that section again and use the same techniques against Knuckles.



VS. TAILS

- Do we need to tell you that this battle plays just like Tails' final fight against Dr. Eggman? Go check out that fight strategy in the Hero section of the guide and use that against Tails. To make up for all this duplicate battle strategy nonsense, here's some XG trivia: Slim thinks that Rouge the Bat is pretty hot.



VS. SONIC

- Sigh...once again Shadow's final confrontation with Sonic is a repeat of their previous final confrontation at the end of the Hero stages. There's a few helpful tips back in that section. In the meantime, can you answer this Sonic trivia question? What color is Sonic the Hedgehog? If you said, "blue," you're right! Reward yourself with a delicious beverage of your choosing.

**CANNON'S CORE**

- When you encounter a bottomless pit, constantly use the Tornado's hover ability to ease you down into it.
- In this stage you'll encounter circular devices that look vaguely like atoms. These are time-stopper switches. Shoot them and everything but your character stops moving for a brief amount of time. You'll run into a lot of these switches in the Cannon's Core, so get used to how they work immediately.

**CANNON'S CORE**

- The trickiest part of Rouge's segment of the Cannon's Core is hitting the pictured time-stopper switch at the proper time. To go through the passage where the large black blocks are emerging from, hit the switch just as a block has moved out of the passageway and has given you just enough room to squeeze in. When you're coming back out of the hall, hit the switch again just before a block exits the passage, then quickly run to the spring that sits on the platform just behind you. This will launch you up, where you can climb out of the chamber.

**CANNON'S CORE**

- When you arrive at the dead end shown in the picture, you'll need to use the Homing Attack to hit the enemy and then immediately use it again to bounce back on the ledge. From there, turn around and run backwards, where a whole new section of the stage has opened up.
- You'll need to use Sonic's bounce attack a lot in this stage to reach high ledges.

**VS. THE FINAL HAZARD**

- For the final battle, Sonic and Shadow change into their super forms and team up the fight the Biolizard's evolved form.
- You will control one of the characters at a time, flying them through space to hit the Final Hazard's weak points, a red bulbous blister that randomly appears somewhere on the side of its body.
- The hedgehogs' super forms consume rings, and as you fight with one of the characters, their ring total slowly dwindles. If you're unable to quickly hit the weak spot and find yourself running low on rings, switch characters by flying over or under the Biolizard. This will recharge your first character's rings while the second character gets a chance to attack.

**CANNON'S CORE**

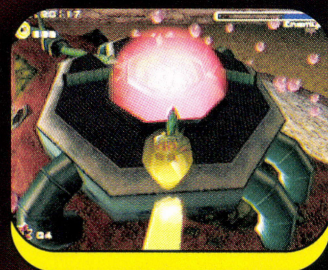
- To get past the sections that have large blocks moving across toxic slime, wait until there's a block close enough for you to jump to. Then, shoot the time stopper so the block won't move away. From there, use the other blocks as stepping stones to avoid falling into the green goo.

**CANNON'S CORE**

- This is the level where you'll be thankful for collecting that Air Necklace earlier in the game. Most of the stage takes place underwater, so staying alive with the necklace is nigh impossible.
- When you're swimming through the narrow hallway at the end of the level, you'll need to hit a time-stopper switch in the middle of the hallway, or else the water's current will start up and force you back out of the passage. Just swim quickly and precisely—you'll reach the switch just in time.

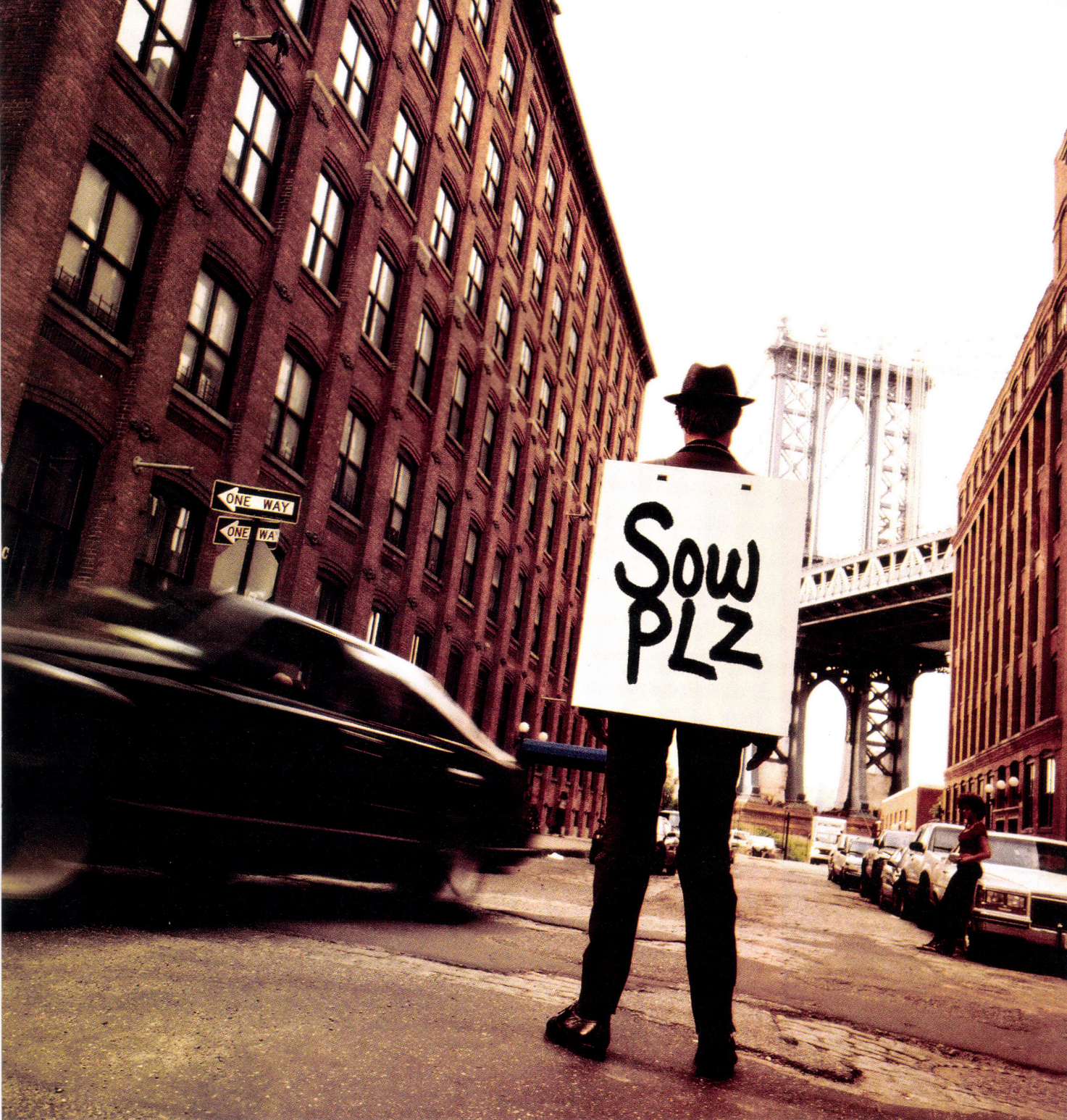
**VS. BIO LIZARD**

- The Biolizard fight is similar to the fight against King Boom Boo in that it takes place on a circular platform. Like the fight against the ghost, you'll want to run ahead of the Biolizard's snapping jaws. If you run too far, it'll begin attacking you with its tail.
- When the Biolizard stops chasing you, dash up the glowing tubes on the side of its head and use the Homing Attack to hit the vulnerable spot on its back.
- At it takes more damage, the Biolizard will begin shooting at you. Continue the same attack pattern that you were using, but dodge the shots.
- Eventually, the Biolizard will surround itself with a barrier of pink spheres. You'll need to use the Homing Attack to bounce off the spheres and work your way to the weak spot on the lizard's back.



- At first, it's easy to attack the weak spot, but as the Biolizard takes damage, it puts up its pink sphere barrier and begins shooting lasers and you. When this happens, you must weave through the attacks until you can make contact with the blister.





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Pure Comical Genius

by Andy Baran
andy_baran@ziffdavis.com

Although point 'n' click adventure games have never really taken root on the console format, the players that have discovered them have agreed that they are well worth playing. LucasArts should be praised for having the courage to release a game like *Escape From Monkey Island* on the PS2.

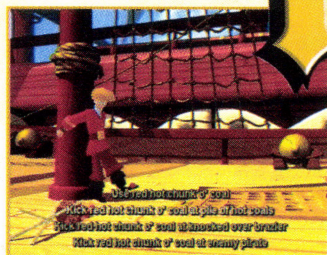
Although this guide will give you the step-by-step instructions you'll need to win, you really should try to use it as little as possible. Adventure games of this sort are not meant to simply be *beaten*. A great deal of comical genius and phenomenal voice acting will be missed. Sure, getting past the game is fun, but it's better to stop to smell the roses along the way. Experiment with everything. Talk to everyone and see what kind of trouble you can get into. If all else fails, check out this guide—but only as a last resort.

database

time to complete 11-15 hours
challenge Moderate
Bizarre item Rubber Chicken
best character Guybrush!
best advice Don't try to rush through the game!
also try Discworld
system PS2
publisher LucasArts
developer LucasArts
www.lucasarts.com



ESCAPE FROM MONKEY ISLAND



Prologue

As you're tied up with pirates sacking your honeymoon ship, you find yourself limited in options. However, everything you need to save the day is within reach...

How to Be a Hero

1. How do you get rid of a ship full of angry pirates? Destroy their ship with two swift actions. Kick over the brazier filled with hot coals.
2. Hackey Sack a lump of red hot coal off of the deck and kick it at the loaded cannon facing the enemy ship. This will fire the weapon and sink the enemy!

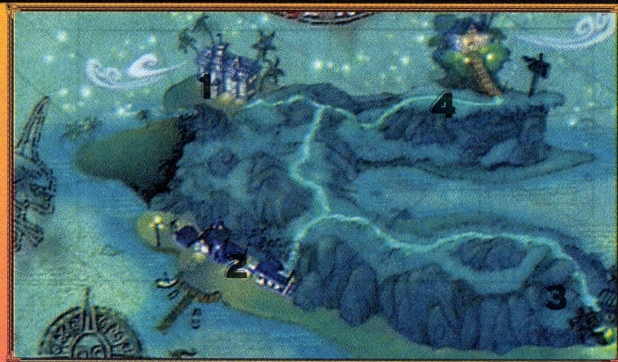
Act I: Things to Do on Mêle Island When You're Dead

After an extended honeymoon, you return to Mêle Island to find that both you and your wife have been declared dead. To make matters worse, your home is about to be leveled by a catapult. You will need to stop the catapult, gather a crew and set sail for the lawyers on Lucre Island.

How to Stop the Catapult

1. Walk all the way to the Harbor and look next to the Grog machine for a **popped inner tube**. Pick it up, as it'll come in handy real soon.
2. Find the SCUMM Bar in town, and pop inside. Speak with the gregarious bartender and ask for a snack. He will inform you that the drunk in the back of the bar has the only basket, and that he will only serve pretzels in that basket.
3. Stroll to the back of the bar and examine the balloon that floats above the drunk. You can try to

Mêle Island



1. Governor's Mansion
2. Melee Town

3. Harbor
4. Meathook's House

grab the Kudu Jerky Pretzels from the table, but you won't get far...

4. At the front of the bar you'll find two pirates playing a game of darts. Talk to the shorter of the two and start some idle chit-chat. When you ask why there are so many holes around the dart board, they'll get defensive and the small pirate will ask you to give him a challenge. Dare him to hit the balloon. The resulting pop of the balloon will scare the drunk and he'll pass out. Now there is nothing to stop you from swiping the **bowl of jerky pretzels**.
5. Return to the Mansion and stretch the inner tube across the funny-looking cactus. Now you have a makeshift slingshot.
6. Head over to the Catapult Operator and give him the pretzels. This will get him out of the way so you can tinker with the catapult's controls. When the Operator returns, he'll try to recalibrate the catapult by aiming it at the cactus. The shot will bounce back and destroy the catapult. Problem solved.

How to Gather a Crew

1. Now that it is safe, enter the Mansion. You will find a **government paper** on a table in the back of the room. In reality, it is a job contract for a really cushy position.

Take it over to Elaine and she'll sign it.

2. Head back to town and speak with the familiar-looking pirates in front of City Hall. When you ask them if they have ever cruised to Monkey Island with you, they'll let it slip that they are Carla and Otis, two of your old crew from an earlier adventure. Try to recruit them with an offer of cushy government jobs. Give them the signed job contract and they will join your crew.
3. You still need a navigator, and the crusty sailor (Ignatius Cheese) in the back of the SCUMM Bar will make a good choice. Try to recruit him, but be honest with his questions. This will pique his interest, but he will not be able to leave unless you beat him at Insult Arm Wrestling. If you defeat him, he will agree to steer your ship.

Acquiring a Ship

1. Talk to Elaine back at the Mansion and explain to her that you are having a hard time getting a ship and that you don't have the authority. To help you out, she will give you the **Melee Island Gubernatorial Symbol**.
2. At the Harbor, show the Harbor Mistress your Gubernatorial Symbol and you'll be able to requisition a ship.

Getting the Restraining Order

Lucre Island is home to the Law Office of W.T.D. Your objective here is to set a restraining order into motion so the Governor's Mansion will be safe from destruction.

1. Walk to the law offices in the center of town and talk with the lawyers. The lawyers will give you a **letter**. Read it to get a major dose of plot.

First Things First

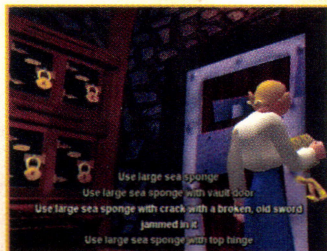
Grandpa Marley's letter informs you of a number of wedding gifts that are locked away in the safe deposit box in the Second Bank of Lucre. Of course, things don't quite go as planned. When you try to pick the goods up, someone robs the place disguised as you. Guess who ends up with the blame?

1. Talk to the bank teller and request to remove some items from your safe deposit box. You will be led into the vault so you can acquire the heirlooms. Unfortunately, a thief appears to steal the goods and locks you in the vault.

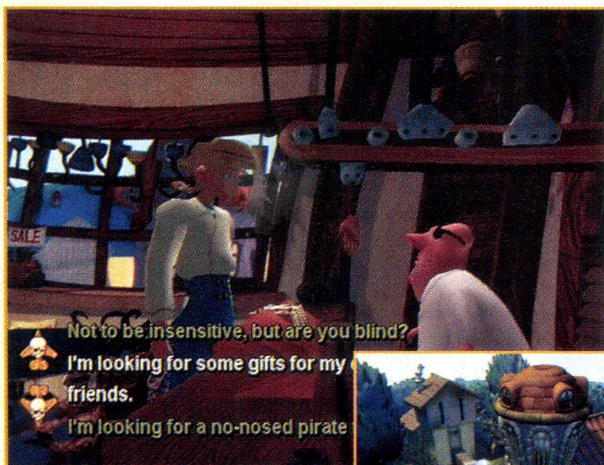
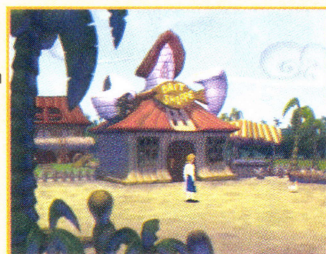
Escaping the Vault

1. A quick search of the vault will reveal a **handkerchief**, three sizes of **sea sponge** and an **old sword**. After you've collected these items, check the safe deposit box. Inside you'll find a **music box** and a **bottle of fine grog**.

2. Break the bottom hinge on the vault door with the sword. Use your sword pry open the resulting crack, then insert the sponges into the crack. Next, pour the wine on the sponges so they will expand and blow the door down.



You'll need to expand the sponges in the crack of the vault door.



You will need to fool Dave at the Palace of Prostheses many times. Use his disability to take advantage of him and you'll be able to get a variety of useful items.



Lucre Island



1. Lucre Town
2. Mystes O' Tyme

3. Mandrill's Mansion
4. Hidden Marsh

The No-Nosed Man

Inspector Canard is going to keep a close eye on you, so you watch yourself. Clear your good name by finding the evidence that links the real suspect to the crime, returning the stolen goods and bringing the offender to justice. You won't be able to leave the island until you catch the crook.



As far as dungeons go, this one is as good as it gets. Still, you'd best prove your innocence.

1. You begin this portion of your adventure in the Hall O' Justice. There's a **tin of chicken grease** right in front of the Iron Maiden. Because you'll find it indispensable later on, you might as well grab it now...

2. Deadeye Dave, the blind man who works at the Palace of Prostheses, can give you information on the No-Nosed Man, but you'll have to trick him in order to get it. Because he identifies everyone by smell, you'll have to concoct something to make him think that you smell like the handkerchief that the thief dropped in the vault.

3. There is a stand in the middle of Lucre Town named Scents and Sensibilities that sells perfumes. Grab a discarded **spritzer bottle** off of the ground behind the cart. If you want to save some time, grab the **cologne** from the stall as well.

4. Make your way over to the House O' Sticks and pick up the **wood shavings** from the floor.

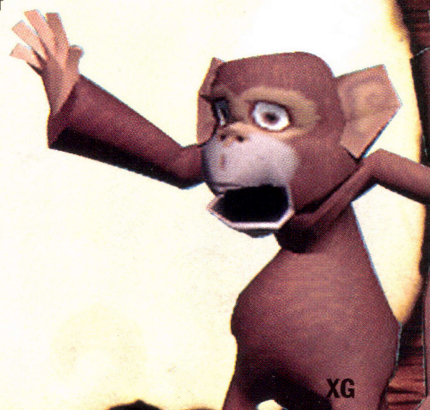
5. Your next stop should be the Bait shoppe. Never mind this shop's horrible smell and collect some **bait** from the counter next to the termite circus.

6. Head out of town and go to the Mystes of Tyme swamp. Fill the spritzer bottle in the puddle near

the raft.

7. Your next stop should be the creepy mansion outside of town, which happens to be Ozzie Mandrill's home. Pick a **flower** from just outside the doorway.

8. Return to the Palace of Prostheses. Place the bait, wood shavings and flower into the spritzer bottle to create a homemade perfume. Spray it on Dave and he'll give you a name. (Note: The name is random each time you play.) Since Dave's monkey assistant is missing, you will need to try to find the No-Nosed Man with the filing system yourself. For more info on how to crack the system, check the next page.



The Curse of the Mystes O' Tyme...



The "Bill and Ted" Moment
When you're rafting through the swamp, you'll meet another you; a Guybrush from the very near future. Getting through this section may seem tricky, so pay attention to the following instructions.

Talking to Yourself

Talk to the future Guybrush and he will then hand you a **skeleton key**. Ask him any of the questions and keep note of how he answers. He will then proceed to give you a host of items that include a **rope**, a **rubber chicken** and a **gun**. Keep tabs on the order of the items he gives you. Ask him what number you are thinking of. When he answers, be sure to write this number down. Next, use the skeleton key to unlock the gate that separates the two of you. Guybrush will give you one last item before he sails off.

Back From the Future

Continue to follow the directions indicated by your clock and you will meet yourself again. Only this time, you're giving the items to the Guybrush from the past. Be sure to say the exact same things the other Guybrush said last time, and give the items away in the same order; otherwise, you'll have to start the Mystes O' Tyme segment all over again.

The Big Payoff

Assuming you've done everything correctly, you will be able to reach Pegnose Pete's secret hideout.



If you mess up you'll cause a space-time paradox!

Hacking the Filing System

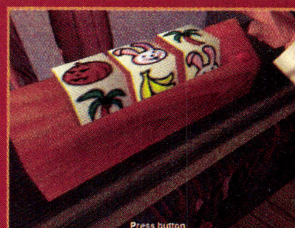
The Filing System

To find the No-Nosed Man in Deadeye Dave's filing system, you will need to identify which pictogram represents which letters. Use the key to the right to see which pictures you will have to select.

Goofing Off on the Job

For some fun, try experimenting to see what kind of people shop at the Palace of Prostheses by fiddling with the controls. There is even a mini-game that you can only unlock using the filing system.

For Example: If you wanted to do a search for John Q. Public, you would set the first cog to Pumpkin, the second cog to Monkey and the third cog also to Monkey before you press the search button.



The Filing System Key

Rabbit	A-D
Palm Tree	E-H
Pumpkin	I-M
Monkey	N-S
Banana	T-Z

Getting the Clock

The scoundrel you're looking for is none other than Pegnose Pete, and you must find a way to reach his hideout in the Mystes O' Tyme. Since the patient information form lists what seems to be a series of times, be sure to get a clock before you head out to the swamp.

1. Find the two pirates that are playing chess near the city gates. Talk to the fat pirate first—he'll tell you that the skinny guy has the hots for Brittany, the bank teller. Armed with this information, you can break the concentration of the skinny pirate by yelling out Brittany's name. Meanwhile, you can distract the portly pirate by yelling about something outrageous. Distract the skinny pirate again with the same Brittany trick—then the two will get into a fight, giving you the opportunity to swipe the **clock** from under their noses.



Need a Duck?

1. Rumor has it that Pegnose Pete's honker was chewed off by a **duck**. Grab one of these fowl outside of the Bait Shoppe.

Finding the Hideout

1. Attach the clock to the raft that you'll find at the entrance to the Mystes O' Tyme. Board the raft, but before you set out, look at the clock. Compare the time with the instructions to Pegnose Pete's home. Since this is random each time you play, you will need to look at the patient information sheet several times.

For example: If the clock shows 12:30 and the paper has the time 12:30 S written on it, you would need to steer your craft south.

Keep following the instructions until you bump into another version of yourself. For instructions on what to do when you meet yourself, check out the "The Curse of the Mystes O' Tyme" on the left-hand side of this page.



Catching the Bad Guy

1. Now you must capture Pegnose Pete. Once you reach his hideout, listen in on his conversation with Ozzie. When Ozzie Mandrill leaves, smear chicken grease on the doormat. Throw your duck through the window and into Pete's house. This will scare Pete into running right into your greasy trap.

Evidence in the Bank

1. You need to find a way to enter the Second Bank of Lucre, but Inspector Canard has made it off-limits. However, there is an open window on the second floor you might be able to crawl through. You'll need a way to reach it, so use your sword on the **manhole cover** on the ground. Read the back of the cover and write down the names.
2. Return to the Palace of Prostheses and ask Dave for a free sample. He will rattle off a story and ask you to fill in the blanks. The item he gives you will depend on the names you give him. Supply him the names that are written on the back of the manhole cover and you will receive the **prosthetic skin**. It is also possible to acquire a **prosthetic heart**, **foot** and **stomach** here, but they serve no purpose.
3. Stretch the prosthetic skin across the manhole and you will be able to use it as a trampoline that can bounce you up into the second floor of the bank.
4. Once you're in the the bank, pull the chain on the ground floor to turn on the lights (while you are here, make sure to pick up the **SuperWare** container near the stacks of magazines). Next, examine the strange shadow that's in the corner. A quick observation will reveal that the shadow is cast by a fake nose. Although Canard will take the fake nose away from you as soon as you pick it up, the evidence is now stacking in your favor.





Finding the Loot

1. All that's left to clear your name now is for you to recover the missing loot. Your first stop on this part of your adventure will take you back to the Palace of Prostheses. Play the music box for Dave and he won't be able to hear you steal a **wooden hand** from one of the baskets. You'd better grab the hand quickly before the music stops playing, though, or you'll get caught.
2. Return to the Bait Shoppe, grab another piece of **bait** and place it in your SupperWare container. Next, use the wooden hand on the termite circus to infest it with hungry termites.
3. Meet with Ozzie Mandrill inside of his mansion, which lies outside of Lucre Town. To irritate Ozzie, spray your cologne on his stuffed



- platypus. He will then break his walking stick in anger.
4. Run to the House O' Sticks and infest his walking stick with the termites on the wooden hand.
 5. Return to the mansion and accuse Ozzie of trying to use Pegnose Pete to frame you. He'll claim that you'll never be able to pin the heist on him because you do not have the loot. To "prove" that you've gotten the loot, say something that complains about Pete's Booty Showcase. Ozzie will leave to check up on the loot. Since you've infested his walking stick with termites, it'll leave a sawdust trail that you can follow.
 6. Follow Ozzie into the jungle and to a small peninsula. Forget about the water for now and look behind the closest batch of trees first. You will find a secret passage.

Lucre Town



1. Bait Shoppe
2. Law Office of W.T.D.
3. Second Bank of Lucre

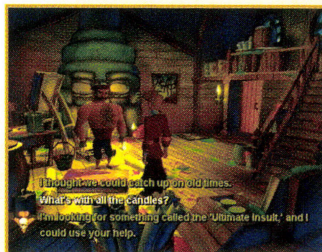
4. Palace of Prostheses
5. House O' Sticks
6. Hall O' Justice
7. The Dainty Lady

7. The passage leads to Pete's Booty Showcase! Although, the loot you're looking for isn't here, it is close by. Pressing the button on the table will pull back a curtain and reveal that the Marley Heirlooms are underwater.
8. Dive into the deepest water and use the bait in the SupperWare to attract a luminous fish. Capture

- the fish and you'll be able to see the entrance to the hidden cave.
9. Inside the cave, pick up the **Marley Family heirlooms** and the **itty-bitty brass screw**.
 10. Visit Inspector Canard at the Hall O' Justice and give him the Tiny Screw and heirlooms to clear your name.

Act II: Enter the Manatee

When you return home, you find that Elaine is still declared dead. Worse, Charles E. Charles, her political rival, turns out to be none other than LeChuck! You must solve the mystery of the Ultimate Insult by collecting all four Marley Heirlooms together. However, one is missing...



The Voodoo Lady

1. Go to the International House of Mojo as soon as you get back to Melee Island. It shouldn't be too hard to find—it's the building with all of the flaming torches and tikis around it. Feel free to walk inside and pull the strange-looking finger on the giant hand. The Voodoo Lady will appear from a secret passage and enigmatically answer your questions about the Ultimate Insult. Ask about the connection between the Marley Heirlooms and the Ultimate Insult, and she will reveal which items are important to your quest. From the Marley Heirloom chest she will give you the **earrings**, **necklace** and the **pen on a chain**. Unfortunately, the fourth item needed to reveal the Ultimate Insult's location is missing: a painting!

The Lost Portrait

1. Take the trip to Meathook's home and interrupt him from his painting. Ask him about all of the candles and he'll tell you his tragic story. After you listen to his tale

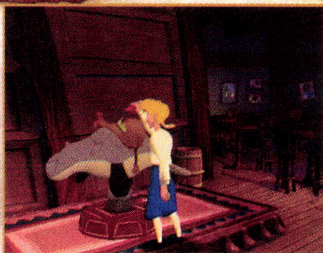
- you'll be able to pick up one of his **paint brushes**.
2. Right about now, a nice cold can of grog would do you good, so head to the vending machine in the harbor area. Check the change return slot and you'll find a **quarter**. Insert it into the grog machine. Like most vending machines, this one will get jammed. Shake, punch, kick and yell at the thing until you get your **can of grog**!
 3. The SCUMM Bar has been horribly twisted into the LUA Bar, a tourist-trap suitable for the pits of hell. However distasteful you may find it to be here, you need to stick around. You spot an interesting portrait on the wall that just might happen to be the final heirloom. Sit at the counter and call over the waitress. Order the only thing on the menu that is cooked: the Flaming Scuttlefish! Stick your paint brush into the mechanism that moves the sushi boats around so that the Flaming Scuttlefish starts to melt the painting. Try sticking the brush in when the Scuttlefish is behind the pole on the far right. When the chef comes

out to check on why the boats have stopped, quickly run to the kitchen and pour your can of grog into the steam generator to shut the engine down for good. This will ensure that the Flaming Scuttlefish will melt the wax off of the painting. In frustration, the chef will give you the **blue painting**, which no longer matches the interior of his establishment.

Leaving Mêlée Island

1. Return to the Dainty Lady in the Harbor. Adorn the figurehead with the earrings, necklace, pen and blue painting. She will reveal the secret location for the items required for the Ultimate Insult. Hop aboard for a trip to Jambalaya Island!





The Silver Monkey Skull

Your search brings you to Jambalaya Island and the nearby Knuttin Atoll for the three essential parts required for constructing the Ultimate Insult. Unfortunately, Ozzie Mandrill has this area firmly in his grip, so all of your battles will be uphill. In order to construct the Ultimate Insult, you will need, the Silver Monkey Skull, the Golden Man and the Bronze Hat.

1. In the StarBuccaneer's coffee shop, take a look in the coffee-addicted tourist's bag. You'll find a **StarBuccaneer's logo mug** souvenir. Swipe the mug and flee the store.
2. Trek outside of Jambalaya Town and head across the island to Stan's Time Share. Perched on a ledge on the outside of the house is a **jar of glue** that you'll need to use in just a few moments.
3. Return to the town and visit the Micro Groggery. You'll find a bizarre mechanical device in the corner that looks surprisingly like a mechanical bull, except for the fact that it's a manatee instead. Pour some glue on the saddle of the unusual machine, then talk to the bartender. Ask about the contraption and you will be given a chance to

ride. Have no fear and take the challenge. The glue you poured onto the saddle will hold you fast. As a prize for enduring the Menacing Mechanical Manatee, you'll receive a **Planet Threeewood coupon**, good for a free meal.

4. Coupon in hand, make a trip to Planet Threeewood. Check out the menu as soon as you enter—it's best to know the menu before talking to the snippy waitress—then place an order and you'll be seated. Don't worry about the specifics of the meal. You just want the monkey mug the drink is served in (it's actually the silver monkey skull that you're looking for). Once you're seated with your meal, talk to the funny-looking guy who's walking back and forth past your table. He will offer to make a caricature of you. Insist that the monkey mug you are drinking from is part of the picture. The result of his artistry will be the **Monkey Mug caricature**. Since the StarBuccaneer's mug looks similar to the Monkey Mug, you can try to swap your worthless mug for the piece of the Ultimate Insult. First, smear some glue on the caricature, then attach it to the mug. Swap the fake monkey mug with the real one and no one will be the wiser.

The Golden Man

1. Return to StarBuccaneer's and try the free sample, a **mini-bagel with Schmear Whiz**. Go ahead, pop it in your mouth. This disgusting snack is so bad that you'll spit it out. As gross as it seems, hang onto your pre-chewed food.
2. Back in the Harbor, next to the Dainty Lady, is a community rowboat that you can use to row to the Knuttin Atoll. Head to the island after you have a brief encounter with Admiral Casaba (which you



cannot avoid.)

3. Once you reach Knuttin Atoll, look for the building that resembles a school. Talk to the nice lady who stands outside of the building and sign up for one of her classes. It turns out that this Pirate Transmogrification Center and Miss Rivers is here to rid you of your pirating tendencies. Once you are in class, answer the teacher's questions with the most barbaric and bloodthirsty answers that you can. After three such answers, you'll get kicked out wearing the **dunce cap**.

4. Paddle back to Jambalaya Island and return to Stan's Time Share. Make Stan happy by grabbing one of his **time share brochures**.

5. Take a trip to the Tall Rock (see the map), where a diving competition is being held. Talk to the champion, Marco de Pollo, to learn about the basics of diving. After you're done chatting with the champ, stroll over to the judges and you'll see a trophy next to them that fits the description of the Bronze Man that you need. Unfortunately, the judges aren't going to just allow you to grab it and run. Instead, you'll need to enter and win the diving competition. Ask the judges if they'll allow you into the competition. After a



See how StarBuccaneer's initially looked in the Concept Art menu.

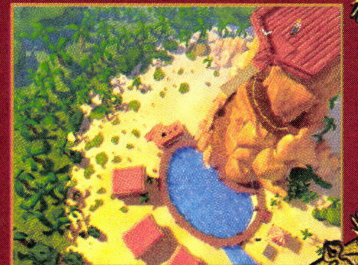
How to Dive Like a Pro

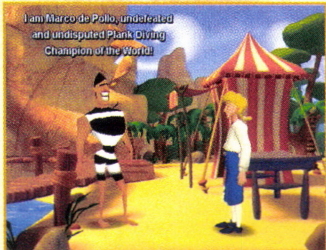
Judge from the Summer of Love
Win a high score from the hippie judge by mimicking Marco's moves. Watch for the names of the moves that he calls out, and simply input the commands shown here to match his dive.
For example: if Marco performs a Alpha Monkey-to-Keel Haul-to-Rum Barrel, you would press Left, Up and then Down when it was your turn.

Marco de Pollo's Moves

Spinning Swordsman:	Right
Alpha Monkey:	Left
Keel Haul:	Up
Rum Barrel:	Down

Note: Tap out the sequence of moves before you complete the first leap of your dive or the moves may not register.





brief but painful physical, you'll get awarded the diving certificate. Show this to Marco de Pollo and he'll agree to compete against you. If you try to compete now, you'll get beaten. You're going to need to use your brain to beat de Pollo.

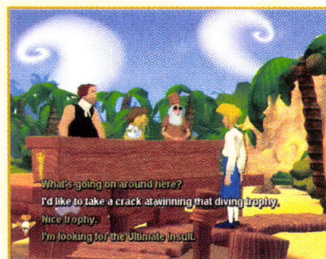
6. Place your chewed-up mini-bagel remains in de Pollo's baby seal oil that he coats himself in before every important dive. You will find it on the table outside of his tent.

7. You're need to find a way to satisfy the tastes of all three judges, and it will take some effort on your part to find the various ways to impress them. On your first dive, the wise old judge will be impressed if your dive barely causes a splash at all. Wearing the dunce cap when you dive, and you'll enter the water without so much as a ripple, earning you an easy "10" from him.

8. The grouchy judge will always give you a bad score, no matter what, so you need to influence him in another way. First, speak with him about his red-headed wife, then examine the time share brochure. It will reveal the grouchy judge with a blonde hottie that definitely isn't his wife. Blackmail him with the picture and it will ensure that he'll give you high marks each time you dive!

10. The hippie judge will score you on how well you mimic de Pollo's moves. Simply follow the instructions detailed in "How to Dive Like a Pro" and you'll do well.

11. After you tie with de Pollo the first time, you will enter a tie-breaker round. This time you will get to choose your own moves (it doesn't matter which ones you pick). When it is de Pollo's turn, the seagulls will start attacking him (only if you had previously tainted his baby seal oil). Winning this competition will earn you the **diving trophy**, which is actually the bronze man you are looking for.



Jambalaya Town



1. Harbor & Dainty Lady
2. Planet Threeewood
3. StarBuccaneer's

4. Tiny LaFeet Statue
5. Micro Groggery
6. Road out of Town



The Bronze Hat

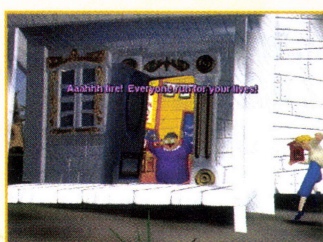
1. In the center of Jambalaya Town there is a statue of Tiny LaFeet that is made of bronze. Unfortunately, someone has removed his hat. Talk to the nearby tourist to find about information about LaFeet. This info will come in handy later on.

2. Return to the Micro Groggery and ask the bartender for a drink. Since you don't have an ID, the only drink he'll give you is the **wimpy grog**.

3. Take a short walk to the nearby StarBuccaneer's. If you look in the front window, you can find an empty **groggocchino cup** (you can't see it from inside the store). Once you see the cup, walk inside and grab it. Next, hand the cup to the clerk behind the counter and ask for a free refill. Now you'll have some coffee!

4. Row your way back to Knuttin Atoll and check out the puppet show on the beach. Talk to the LeChuck Puppet and eventually you will be able to talk to a puppet of Guybrush. Ask Guybrush to reveal the Puppeteer. Show the puppeteer (Hellbeard) the Blue Painting and he'll run off in terror, leaving the **Li'l LeChuck puppets** behind. Quickly put the puppets away, because Admiral Casaba has a tendency to lob cannonballs at any pirates that gather together.

5. The Pirate Transmogrification Center has some nifty

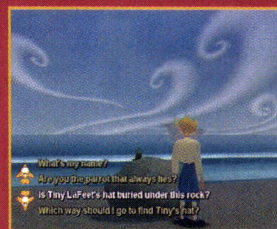


items that were confiscated from some of the pirates who attended classes there; however, Miss Rivers is standing guard. To get her to leave the school, pull the fire alarm that's conveniently located on the outside of the building. When she runs out, quickly dive into the box and grab the whistle that you find inside. Test out the **whistle** and you'll realize that it is actually a parrot call. This will come in very handy soon enough.

6. Talk to Jumbleax LaFeet about his father and the the statue's bronze hat. Eventually he'll tell you where he hid the hat. Don't forget to ask him about his parrots. One parrot will always tell the truth and the other always lies. The hard part will be telling the two apart.

7. To find the **Bronze Hat**, follow the instructions in the "Blasting the Boulders" section of this guide.

Blasting the Boulders...



Polly Want a Double Latte?

Just to the right of Jumbleax LaFeet is a path that leads to a beach with a lot of boulders. Go to this area and use the parrot call to summon both of LaFeet's parrots. Give one parrot the grog and the other one the coffee. Ask a series of questions to discern which one is telling the truth. You'll be able to tell the birds apart by seeing which one is wired and which one is drunk.

Parrotting Behavior

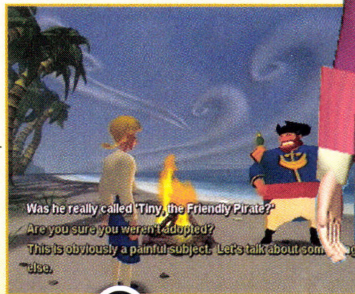
Once you know which parrot is which, start asking questions about the directions to the boulder that the Bronze Hat is buried under. Although this is time consuming (you have to wait for the parrots to fly around every time you ask a question), you will eventually be able to ask if the boulder they are sitting on is the correct one.

The Sensitive Admiral

The boulder is way too heavy for you to move by yourself, so place the two puppets on the giant rock and have them insult Admiral Casaba. In reply to the puppets' scathing comments, he will fire a cannonball your way. The blast will destroy the boulder, and allow you to gather the last piece of the Ultimate Insult.

Go Home on the Quick!

Finally, you can head home to Mêlée Island, where you can hopefully stop Ozzie and LeChuck before they hatch their nefarious plans to dominate the Tri-Island area.





Act III: Escape From Monkey Island

Things do not go well at the Governor's Mansion. Ozzie and LeChuck have taken control and Elaine is missing. Worse, you find yourself stranded on the dreaded Monkey Island by LeChuck. Have your adventures come to an end? No. Find a way off the island and make it back to Melee Island!

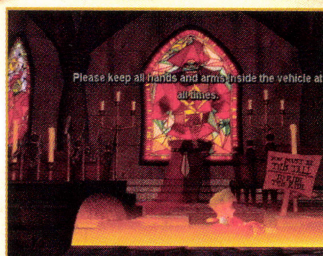
Jogging Herman's Memory, Part 1

1. Herman Tothrot, the local hermit of Monkey Island, has seemingly lost his memory. You'll find him at the campsite near the beach. Grab a **coconut** off of the ground and throw it at his head to restore some of his memory. Ask him about the earliest thing he saw when he woke up on Monkey Island and he'll tell you about a milk bottle. Maybe retrieving it would help his memory...

2. Delve a bit deeper into the island and explore the canyon. Leaning on a cactus is a **banana picker**. Maybe this thing will come in handy?

3. Exploring more of the island will take you to the lava fields, where you will find a monkey throwing the milk bottle you need onto an island in the middle of the lava. Climb up to the building atop the volcano and see if someone inside can help you cross the lava.

4. The castle is actually a church dedicated to LeChuck! Talk to



the ghostly priest who goes by the name of Allegro Rasputin. Ask him about the river of lava that runs through the church. He will explain about a wedding cruise of sorts called the lava plunge. Request to take the plunge.

5. When you're navigating the river of lava (for tips, see the "Lava Plunge" section of this guide), equip the **banana picker**. When you zip past the **milk bottle**, grab it with the picker. This is tricky, so you may have to try it a few times.

6. Return to the campsite and smack Herman in the head with the milk bottle to jog his memory. Ask him about his earliest memory and he'll dredge up a vision of an accordion. Yes, you need to find the accordion.

Reaching the Monkey Village

1. Your first order of business should be a trip to the Vista Point. Use the boulders to open up a pool of lava in the middle of the lava fields. Having a hard time figuring this puzzle out? Check out the section below!

2. Make the climb up to the Church of LeChuck. As soon as you enter, use the **banana picker** to grab the **shields** off of the wall—they may be useful later on. Shields in hand, get on the lava plunge ride and steer your craft to the middle of the pool of lava. After you dock, make sure to break the lone palm tree so you'll have a bridge later.

Monkey Island



1. The beach 2. Campsite
3. Vista Point 4. Canyon
5. Lava Field

6. Church of LeChuck
7. Monkey Town
8. Giant Monkey Head

The Lava Plunge

Lake of Fire

You barely have control over the flume raft. You can only turn and hope for the best. The milk bottle appears most frequently in the area above log barricade (2), so you should jam into log barrier (1). This will bounce you down the corridor that leads toward the log barricade (2) that protects the milk bottle. With luck, the log you've smashed into will hit the second barrier and open the way to the milk bottle. Once you've created the pool of lava in the middle of the lava field, you will find that it is easier to steer into it if you take the long way around the course. This path will alter the lava flow so that your chances of going into the center are improved.

Note: The location of the milk bottle may change. If it does, just steer your boat down the open path.



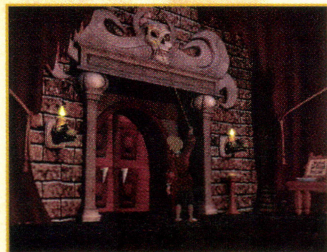
How to Lob a Boulder into the Lava Pool

A Natural Mortar Launcher

Dropping large rocks into the tunnels at Vista Point will cause all sorts of damage all over the island. Use this natural wonder to blast open a section of the lava fields. It does take timing to get the boulders to fall where you want them to, so be patient.

1. Throw your first boulder down the right-hand tunnel, then quickly grab a second boulder while the first one starts rolling.
2. When the first boulder touches the root at location #2, throw your boulder down the center passage.
3. Quickly grab another boulder. Throw this one to the left when one of the boulders hits the root shown at location #3.
4. Grab and throw one last boulder to the left when the root at location #4 is hit.





Jogging Herman's Memory, Part 2

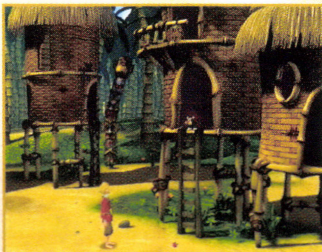
1. You will find a monkey playing with the accordion in the Monkey Town. He won't want to give up his toy unless you show him something cool, so take the shields you stole from the Church of LeChuck and clash them together. The terrific smashing sound will show the little monkey his true calling and he'll smash the shields as if they are cymbals, just like the old Charlie Chimp toys! Now you can pick up the dropped **accordion**.

2. Take the accordion back to Herman and—you know the drill—bash him in the head with it. This will completely restore his memory. He'll even remember who he was before he reached Monkey Island. This is a major surprise, and we won't ruin it. "Herman" will tell you how to defeat another Ultimate Insult by building an even larger insult device. You will receive a **Gubernatorial Symbol** here.

Building a Bigger Insult

1. Take a stroll back to the beach where you first appeared on Monkey Island and use the banana picker to collect a whole bunch of **bananas**. Offer one to Timmy the Monkey and he'll follow you.

2. Head into the canyon and enter the mine shaft (if by some chance Timmy stops following you, offer him another banana). Once you are in the mine shaft, make your way



to the back of the room. Open up the vent and throw a banana inside. Timmy will lunge in after the banana, so quickly close the vent behind him as soon as he's in the room. Hold up a banana in front of the portal and Timmy will pull a lever and open the giant door.

3. Go in the tube beyond the mine shaft and you will find soon yourself inside of a strange machine. Don't concern yourself with the mechanics of this place—just grab the **weed whipper** with the banana picker and go.

4. In the lava fields you will notice that there are patches of grass that surround the area where you docked the matrimonial lava flume. Use the weed whipper to cut them down and the mine shaft will fill with lava.

5. When you were in the Monkey Town, you noticed that Prince Jojo had a giant **bronze hat** on his head. This is the next piece of your new Ultimate Insult. Talk to Prince Jojo and ask him about his hat. He will explain that only a master of Monkey Kombat is allowed to wear it. Pick his brain of all the information on Monkey Kombat that you can, then challenge the monkeys that you run into outside of the town. After beating four monkeys and Prince Jojo, you'll earn the hat. For more information on the art of Monkey Kombat, check out the "Monkey Kombat" section at right.

6. After you beating Prince Jojo, go to the world-famous giant monkey head, then throw the bronze hat on top of the enormous noggin. Afterward, pick its nose with the banana picker and its mouth will open up.

7. Climb inside the head and use the Gubernatorial Symbol in the prominent slot on the left side of the control room. This will start up the Ultimate Insult, which turns out to be a giant mecha monkey!

Monkey Kombat!

How It Works

There are five separate combat stances. Each stance will counter two of the other moves, and the remaining ones will have no effect. Each fighter has a set number of bananas that serves as a health bar. When you run out of bananas, you'll lose the match. The kicker is that you must learn the moves as well as what they are effective against. Unfortunately, the combat stance hierarchy is random for each game. This is why we do not provide a definitive move-counter-move list here.

Learning New Moves (Stances)

Prince Jojo will teach you many things if you ask him enough questions. One lesson is the art of Monkey-See-Monkey-Do. In other words, mimic the moves of your opponent and you'll pick up a few new techniques. If you want to save some time, try out some different button combos in a match and you'll stand a good chance at discovering one of the five stances. Remember, speaking the same taunt three times in a row will keep you in the same stance you were in at the start of that phase of combat. So, if your stance is beating the monkey, feel free to keep it.

Actual Fighting

Once you have discovered a few moves and are now trying to fight seriously, try hitting the R2 button on your controller. This will take you to a wheel that displays which stance counters what, as well as the button moves required to do the move. This saves you the night-impossible task of trying to remember all of the monkey gibberish and button taps.

Regaining Life

If you force a draw, you will gain one banana back. This isn't generally a good idea, though, because attacks will drain off two bananas.



What exactly is Monkey Kombat? This is giving me a headache.

The Competition

Before you fight Prince Jojo, you will have to seek out competition outside town (in those annoying monkey encounters). There are four monkeys that you will have to defeat. Each one has a larger row of bananas and a more complex range of moves than the one before it. The first, Timid monkey, is really no challenge once you get the hang of MK. The Smelly, Strapping and Brawny monkeys are only incrementally tougher.

Prince Jojo

Jojo is the greatest Monkey Kombat fighter around. He will not make any mistakes until he's been dropped to his last banana. At that point, he'll cause a draw, which, at that time in the match, will be a grave error. You cannot mess up at all in this fight.



The Five Battle Stances

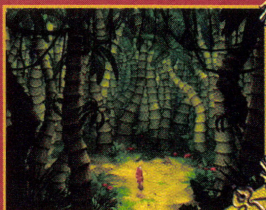
1. Anxious Ape
2. Charging Chimp
3. Drunken Monkey
4. Bobbing Baboon
5. Gimpy Gibbon

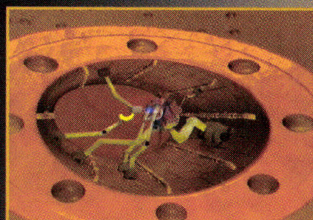


Annoying Little Monkeys

En Garde!

Between Monkey Town and the Giant Monkey Head is a little bugger who'll stop you if you run into him. These meetings won't make sense to you until you've talked to Prince Jojo, who'll explain that they're challenges to bouts of Monkey Kombat.





Act III+: Guybrush Kicks Unusually Large Butt

This is your chance to put a stop to Ozzie Mandrill's scheme once and for all. You and your crew pilot your giant monkey to a strange tower where Ozzie hopes to amplify the effects of his Ultimate Insult over the entire Tri-Island region!

Stopping the Tower's Powers.

1. Next to the smallest tower you will find a **really big plank**. Grab it and attach it to the shortest tower.



2. Climb up the short tower, then jump on the really big plank, which will bounce you to the second tower and enable you to reach the massive conch at the top of the large tower. Pull the switch on the conch and Ozzie's plans will be foiled.

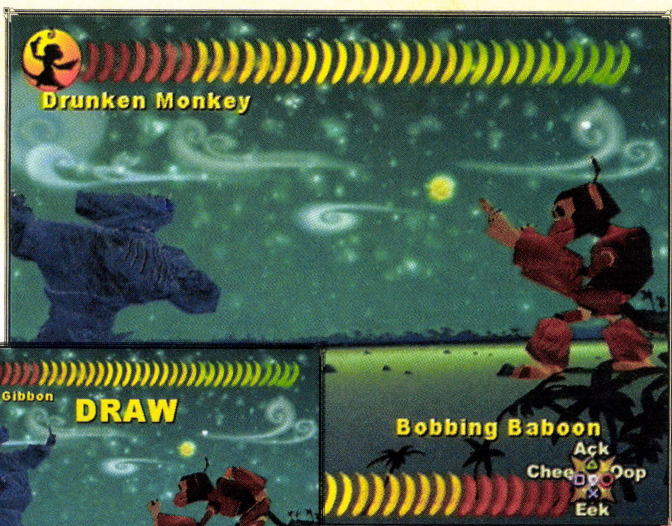


Add Insult to Injury

Although Ozzie's plot has been foiled, LeChuck has an alternative plan. Earlier in the game, Elaine spotted LeChuck having the M  lee Island residents constructing a giant statue in his honor. The reason behind this egotistical tribute soon becomes apparent. He assumes control of the giant statue in the center of M  lee Island and grabs Elaine! There's only one way out of this mess! You've got to use your Monkey Kombat skills one last time. Do you have what it takes to control the Ultimate Insult, or will you end up a mewling pathetic loser? Hey, it may not have any affect in Guybrush's case...

Monkey Kombat vs. LeChuck!

This battle is tricky if you don't know what to do. If you try fighting LeChuck, you'll realize that no matter how much damage either of you does to each other, your massive forms will regenerate from all of the ambient voodoo magic. Instead of fighting, try mimicking LeChuck. Normally this will only restore some life back to you, but here it will really anger your opponent. Cause a Draw three times and LeChuck will go insane with anger, smack himself in the head and accidentally pulp poor Ozzie Mandrill. LeChuck's evil will get the better of him, and he'll perish... for now.



If you fight LeChuck long enough, you'll see that both of you will regenerate your health. The key to beating LeChuck is not to fight.

Miscellaneous Elements

Escape From Monkey Island is one of those games that you can play over and over. What makes this possible are all of the little mini-games and Easter Eggs to be found. Unlike most point 'n' click adventure games, you can often trigger different responses and events by trying the same thing over and over. Experiment a bit...



Insult Arm Wrestling

Your Mama!

Insult Arm Wrestling is the latest craze to hit Mêlée Island. In this unique game, whoever can razz the other competitor the most during an arm wrestling match wins. Counter Ignatius Cheese's quips and insults with the proper responses shown below.

1. Your knuckles I'll grind to a splintery paste.

Reply: I thought the bean dip had a strange taste.

2. I'm going to put your arm in a sling!

Reply: Why? Are you studying to be a nurse?

3. Today, by myself, twelve people I've beaten.

Reply: From the size of your gut, I'd guess they were eaten.

4. My stupefying strength will shatter your ulna into a million pieces.

Reply: I'm surprised you can count that high!

5. I've got muscles in places you've never even heard of.

Reply: It's too bad none of them are in your arms.

6. Give up now, or I'll crush you like a grape!

Reply: I would if it would stop your WINE-ing.

7. Hey, look over there!

Reply: Yeah, yeah, I know, a three-headed monkey.

8. My 98-year-old grandmother has bigger arms than you!

Reply: Yeah, but we've both got better bladder control than you.

9. Your arms are no bigger than fleas I've met!

Reply: So THAT'S why you're scratching. I'd go see a vet.

10. Only once have I met such a coward!

Reply: He must have taught you everything you know.

11. I've out-wrestled octopi with these arms!

Reply: I'm sure spineless creatures everywhere are humbled by your might.

12. People consider my fists lethal weapons!

Reply: Sadly, your breath should be equally reckoned.

13. You're the ugliest creature I've seen in my life!

Reply: I'm shocked that you have never gazed at your wife.

14. My forearms have been mistaken for tree trunks.

Reply: An over-the-counter defoliant could help with that problem.

15. Do I see quivers of agony dance on your lip?

Reply: It's laughter caused by your feathery grip.

16. You're a big poopie head!

Reply: Oh, yeah?

17. You suck!

Reply: NOT.

18. Dummy!

Reply: I am rubber, you are glue...

19. You're not very nice!

Reply: I'm shakin'! I'm shakin'!

20. I don't want to play anymore.

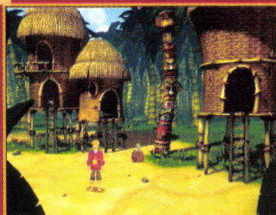
Reply: Shyeh! How appropriate. You fight like a cow!

When Demon Skulls Attack!

And It Ain't on FOX...

One of the coolest elements of Escape From Monkey Island are the little easter eggs or secret events that you can trigger by performing certain actions. One of the funniest things that is hidden in the game is at the Tall Rock where the diving competition is held. In the scene where you use the changing tent to switch into a bathing suit, you have chance at getting the evil demonic skull Murray to appear! Longtime Monkey Island fans will recognize this evil skull (who also happens to be a barker outside of Planet Threepwood).

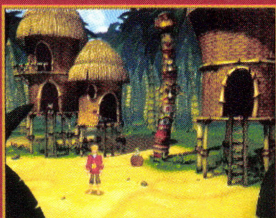
To make him attack you inside of the tent, simply keep changing outfits. After about 10 or 12 changes, he'll attack!



Sighted...

A Three-Headed What?!

An enigmatic monkey can be seen in Monkey Town if you wait long enough. Rumors of three-headed monkeys were once believed false until some lucky explorers were able to chance upon this strange creature in the middle of the town. Although there is no set way to make a three-headed monkey appear for you, your odds will increase if you stay in the town and wait a really long time. It is possible to wait for hours and not see the monkey. He is yet another feature put in for Monkey Island fans.



Use the answers to shown above to outwit I. Cheese!

Secret Mini-Game: Murrayball!

Check the File System!

There is a way to play the hidden game of Murrayball! in Escape From Monkey Island. In order to play this Pong-clone, simply head over to the Palace of Prostheses and use the filing system to look up the name of Ryan J. Danzwithwolves. After pulling this file, check out the Bonus Stuff menu in the Options section. You will see MurrayBall! as one of the choices. Remember, you must look for this name before looking for the No-Nosed Man, or it will not work!

Secret Name: Ryan J. Danzwithwolves

Bonus Stuff

View Cutscenes
Credits
Multiplayer Options...
Concept Art
MurrayBall!

Return to options menu



Press to select.
Press to go back.





Grand Master Challenge

by Kenneth "Slim" Miller
kenneth_miller@ziffdavis.com

In some ways, I regretted being assigned this game. Now don't get me wrong; I love all the Street Fighter games. However, considering how long the original Super Street Fighter 2 Turbo has been around and how popular it is, I felt overwhelmed by the amount of information and techniques regarding the game.

ST has been picked apart and studied to the point that writing several pages on each character wouldn't be difficult. Since I obviously lack that sort of space (or time), I had to try to condense each character's info into a small space. I'm almost glad that the old versions of the characters aren't in the game, because that would change the gameplay enough to make it into a new experience for even veteran ST players.

Special thanks to the
www.shoryuken.com forums =>

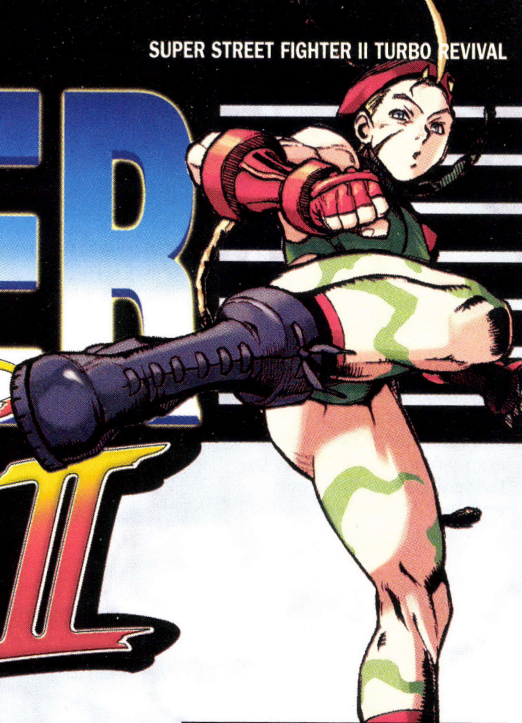
database

time to complete	10 Minutes
challenge	Adjustable
too good?	Low LK, Yoga Noogie
impossible?	MP, Yoga Inferno
best advice	Link, Link, Link
also try	SF Collection (PSX)
system	Game Boy Advance
publisher	Capcom
developer	Capcom



www.capcom.com

SUPER STREET FIGHTER II TURBO REVIVAL



Before We Begin

Because the Game Boy Advance is still so new (as of the time of this writing), we're unable to take screen shots of this game. Yeah, it's a pain. However, there have been numerous ports of Super Street Fighter 2 Turbo in the past. Thus, we've used screen shots from the most recent release of the game (for Dreamcast). However, we wanted to give you an idea of the graphics in the GBA version (in case you haven't seen it yet) so we've included a comparison on the right.



Game Boy Advance

Button Layout

SSF2T Revival is really a lot like the other ports of the arcade version. The one difference that really stands out, though, is the button configuration. Since the GBA only has four buttons (instead of the traditional six), the game compensates by allowing you to set an attack to come out when to either tap a button or hold it. For example, you could set the B button to attack with a Jab when you tap it and a Fierce when you hold it. It will take a little getting used to, especially in combos.

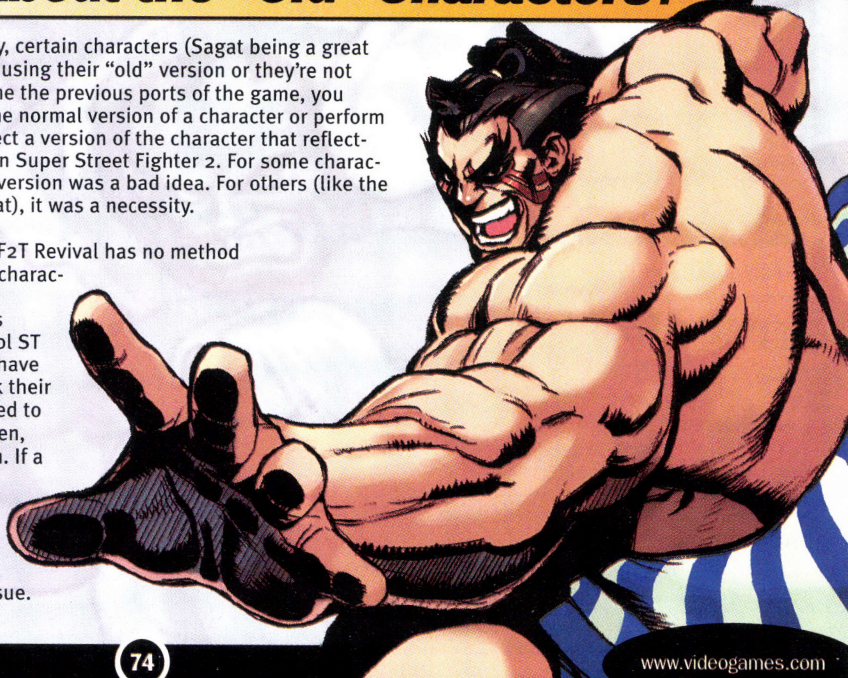


Dreamcast

What About the "Old" Characters?

In serious SSF2T play, certain characters (Sagat being a great example) are played using their "old" version or they're not played at all. In all the previous ports of the game, you could select either the normal version of a character or perform a simple code to select a version of the character that reflected how they played in Super Street Fighter 2. For some characters, picking the old version was a bad idea. For others (like the aforementioned Sagat), it was a necessity.

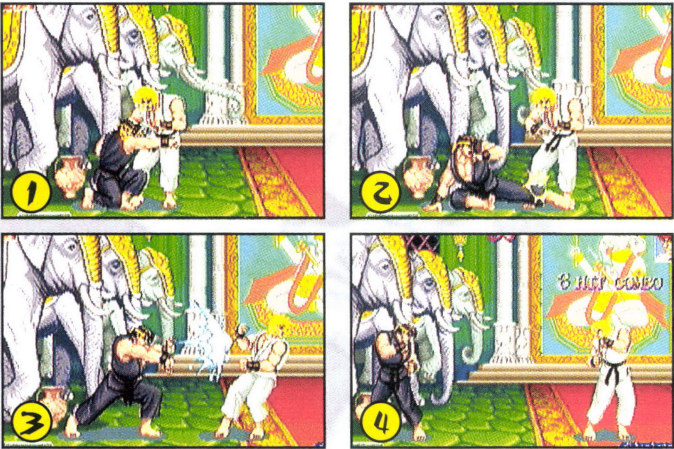
Now to the point. SSF2T Revival has no method for selecting the old characters at all (unless it's well hidden). This means that old-school ST players are going to have to completely rethink their strategy if they're used to playing O.Sagat, O.Ken, O.Dhalsim, and so on. If a method for selecting the old versions is discovered, you can be sure that it will show up in the tricks section in a future issue.



The Combo System

SSF2T Revival uses the basic combo system from the old SF games, including jump-ins and 2-in-1 combos. However, SSF2T Revival places particular emphasis on link combos. A link simply refers to a combo in which one attack is performed and allowed to completely finish, then another attack is quickly performed. If timed correctly, the two attacks will combo together. This effect is actually present on all jump-in combos, but it's most evident on ground combos. For instance, Chun Li can attack with a low MK, wait until the attack finishes, then immediately attack with low HK and the two hits will combo together. This is possible because Chun Li recovers from using the low MK more quickly than her opponent recovers from being hit by it. Did that make sense? Good.

Many of the combos on the following pages incorporate linking hits. If you see one normal attack followed by just one more normal attack, it's a simple link. However, if you see one normal attack followed by another normal and then a special, you have to combine combo ideas. To perform the combo, you'll need to use the first normal attack, link into the second normal attack, then 2-in-1 the second normal into the special or super.



Legend

LP

Light Punch (Jab)

MP

Medium Punch (Strong)

HP

Heavy Punch (Fierce)

LK

Light Kick (Short)

MK

Medium Kick (Forward)

HK

Heavy Kick (Roundhouse)

P

Any Punch

K

Any Punch

(air)

Can Be Used in the Air

[AIR]

Must Be Used in the Air

Super Combos

Because Super Street Fighter 2 Turbo was the first SF game with super combos, they're obviously a big part of the gameplay. However, supers are not as easy to combo into as they are in every other SF game. In fact, comboing into supers ranges in difficulty from hard to almost impossible. Even a simple low MK into Shinkuu Hadouken with Ryu takes a decent amount of work. What makes these combos so difficult lies in the way the game accepts the motion for supers (as compared to later games). In modern SF games, you can perform Ryu's low MK into Shinkuu Hadouken 2-in-1 by using the following technique:

Hold \blacktriangledown , MK, \blacktriangleleft , \blacktriangleright , \blacktriangledown , \blacktriangleleft , \blacktriangleright , punch

To perform this combo in SSF2T, however, you must do it like this:

\blacktriangledown , \blacktriangleleft , \blacktriangleright , \blacktriangledown +MK, \blacktriangleleft , \blacktriangleright , punch

When you factor in some character's strange super commands or specials that overlap with the super command, it gets very complicated very quickly. Add the GBA's unusual button layout to the mix and performing complex super combos becomes nearly impossible. As a result, you should use supers more as counters or surprise attacks. You won't go unrewarded for landing a super, though. The damage done by supers ranges from around 40-percent to 60-percent. Considering how much damage normal attacks and combos do, landing a super almost guarantees you'll win the round.



Special Moves

Hadouken $\blacktriangledown\blacktriangleleft\blacktriangleright+\text{P}$

Flaming Hadoken $\blacktriangleleft\blacktriangleright\blacktriangledown\blacktriangleleft\blacktriangleright+\text{P}$

Shoryuken $\blacktriangleright\blacktriangledown\blacktriangleleft+\text{P}$

Tatsumaki $\blacktriangledown\blacktriangleleft+\text{O}$ (air)

Combos & Strategy

- Low MP, low MK, Hadouken
- Cross-up jump-in HK, toward+HP, low MK, Shinkuu Hadouken

Ryu has gained some new strategies based around his jumping MP and his super. In fact, they can even work together. If you hit someone out of the air with the MP, you can land and tack on extra hits with the super. Because it leaves you free to move, Ryu's super can even be used outside of a combo.

Super Combo

Shinkuu Hadouken $\blacktriangledown\blacktriangleleft\blacktriangleright\blacktriangledown\blacktriangleleft\blacktriangleright+\text{P}$

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75

XG



Ken

Special Moves

Hadouken $\downarrow \nearrow \rightarrow + P$

Shoryuken $\rightarrow \downarrow \nearrow + P$

Tatsumaki $\downarrow \nearrow \leftarrow + K$ (air)

Spinning Kick #1 $\downarrow \nearrow \rightarrow + K$ (hold K)

Spinning Kick #2 $\rightarrow \nearrow \downarrow + K$ (hold K)

Spinning Kick #3 $\leftarrow \nearrow \downarrow \nearrow \rightarrow + K$ (hold K)



Combos & Strategy

- Low MP, low MK, Hadouken
- Jump-in HP, low MK, Shoryureppa

Ken has also changed a lot from the early SF games. Most of his normal kicks changed and he's gained three new kick specials. These new special attacks are great combo-enders and you can add extra confusion by holding the kick button after performing the attack—the end of the kick will become an overhead.

Super Combo

Shoryureppa $\downarrow \nearrow \rightarrow \downarrow \nearrow \rightarrow + P$



Guile

Special Moves

Sonic Boom \leftarrow charge $\rightarrow + P$

Flash Kick \downarrow charge $\nearrow + K$



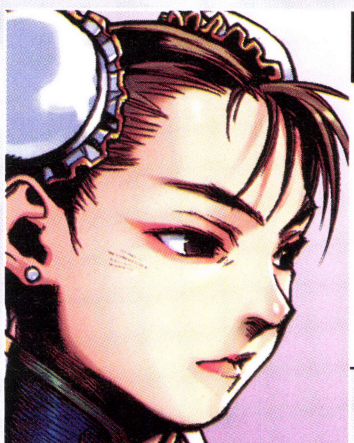
Combos & Strategy

- Jump-in HP, low MP, LK Flash Kick or Double Flash Kick
- (corner) Jump-in HP, HP, HP Sonic Boom, toward+HP

Guile is pretty much like his old incarnations, but he gains some new normal attacks like the standing HK. This move is great for keeping the pressure on during a barrage of Sonic Booms. You can also move forward or back with MK.

Super Combo

Double Flash Kick \nearrow charge $\nearrow \nearrow \rightarrow + K$



Chun Li

Special Moves

Kikouken \leftarrow charge $\rightarrow + P$

Lightning Kick press K repeatedly

Spinning Bird Kick \leftarrow charge $\rightarrow + K$

Tenshou Kyaku \downarrow charge $\nearrow + K$



Combos & Strategy

- Low MK, low HK
- Sen Retsu Kyaku, HK Tenshou Kyaku

Chun Li is (as always) more about poking than she is about combos. It's not hard to link a low MP or low MK into a low HP or low HK, though. Her super is easy to pull off and will pass through projectiles, which makes it easy to punish fireball-happy players. Don't forget to tack on that HK Tenshou Kyaku for free damage.

Super Combo

Sen Retsu Kyaku \leftarrow charge $\rightarrow \leftarrow \rightarrow + K$



Special Moves

Roll ← charge →+P

Vertical Roll ↓ charge ↑+K

Parabolic Roll ← charge →+K

Electricity press P repeatedly

Surprise Forward →+LK+MK+HK

Surprise Back ←+LK+MK+HK

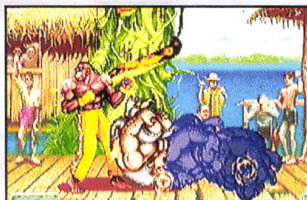
Super Combo

Grand Shave Roll ← charge →↔+P

Combos & Strategy

- Low MK, low MK, Roll
- Jump-in HK, low MK, Roll

Blanka's roll attacks have been sped up and made generally safer since the old games. He also gained an important new normal attack performed with down-forward+HP. His super is basically useless for combos, but it is a great anti-air attack—make sure to hold the button until your opponent is close to the ground, then release it.



Blanka

Special Moves

Head Butt ← charge →+P

Sumo Drop ↓ charge ↑+K

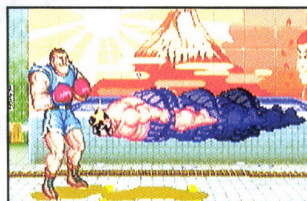
Hundred Hand Slap Press P repeatedly

Oicho Slam →↖↗↖↗+P

Combos & Strategy

- Cross-up jump-in down+MK, LP, LP, Head Butt or Double Head Butt
- Jump-in down+MK, Oicho Slam

Honda's Sumo Drop is great when used to cross-up your opponent, especially as he or she gets up off the floor after being knocked down. Honda's super is fast, but you won't get all four hits unless you start it when you're close to your opponent. It's best used as a counter attack.



E. Honda

Special Moves

SPD 360 +P

Suplex 360 +K (close)

Running Bear Grab 360 +K (far)

Lariat LP+MP+HP

Fast Lariat LK+MK+HK

Banishing Flat →↖↗+P

Combos & Strategy

- Cross-up jump-in down+HP, MP, low HK
- Jump-in down+HP, low LP, LP, LP Banishing Flat, SPD or Final Atomic Buster

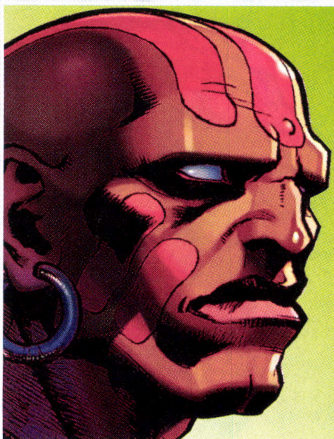
Zangief actually has some decent link combos in SSF2T. Of course, he also has some great ticks. The second combo listed above can be escaped between the Banishing Flat and the SPD or FAB, but it's difficult. If the super connects, the "combo" will do 100-percent damage.



Zangief

Super Combo

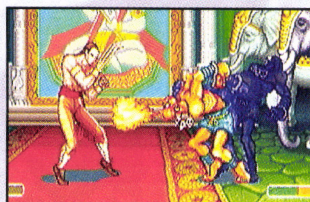
Final Atomic Buster 360 x 2 +O

**Dhalsim**

Special Moves

Yoga Fire ↓↘→+P**Yoga Flame** ←↘↓↘→+P**Yoga Blast** ←↘↓↘→+K

Yoga Teleport →↘↘+LP+MP+HP
 or →↘↘+LK+MK+HK
 or ←↘↘+LP+MP+HP
 or ←↘↘+LK+MK+HK



Combos & Strategy

- Low LK, throw with MP (walk forward, repeat)
- Low MP, low MK, Yoga Inferno

Dhalsim will always be the master of zoning and long-distance attacks. However, he can also be lethal at close range. The first "combo" listed above is obviously not a real infinite, but it's very hard to escape. If your opponent doesn't have an uppercut attack, his or her only chance to escape would be with a perfectly timed throw reversal.

Super Combo

Yoga Inferno ←↘↓↘→←↘↓↘→+P**T. Hawk**

Special Moves

Rising Hawk →↘↘+P**Diving Hawk** LK+MK+HK (air)**Typhoon** 360+P

Combos & Strategy

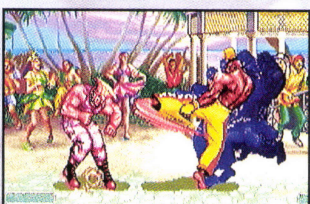
- Cross-up jump-in MK, low MP, Double Typhoon
- Cross-up jump-in MK, LK, HP Rising Hawk

T. Hawk is basically Zangief on crack. He has a powerful 360 throw and super, and he moves at a decent speed. He even has the Diving Hawk to make getting in close even easier. Although he doesn't have the various grabs that Zangief has, he can make up for it by using his Rising Hawk as anti-air along with his fast normal attacks.

Super Combo

Double Typhoon 360 x 2 +P**Dee Jay**

Special Moves

Max Out ←charge→+P**Sobat** ←charge→+K**Jack Knife Maximum** ↓charge↗+K**Machine Gun Upper** ↓charge↗+P

Combos & Strategy

- Cross-up jump-in MK, LK, MP, LK Sobat
- Sobat Carnival, HK Jack Knife Maximum

Dee Jay has some of the easiest and most damaging combos in the game. His jump-in MK is easy to cross-up with, and, if you perform the first combo listed above, it makes it easy to jump in for another cross-up as your opponent gets up. His super should be used in a similar fashion to Chun Li's, but remember that it's not as fast.

Super Combo

Sobat Carnival ←charge→↗↗+K



Special Moves

Rekka Ken ↓↘→+P (up to three times)

Shien Kyaku ←↓↘+K

Rekku Kyaku ↓↘→↘+K

Combos & Strategy

- Jump-in HP, HP, HP Rekka Ken X 3
- Jump-in HP, low MP, Rekka Shin Ken

Fei Long is the fastest character in the game (dethroning Chun Li) and can really confuse his opponents. He even has powerful combos up his sleeve. Landing the first combo listed above nets you a quick 70-percent damage with no super required. You can also use Fei Long's fast speed to get in lots of easy throws.



Fei Long

Super Combo

Rekka Shin Ken ↓↘→↓↘→+P



Special Moves

Cannon Drill ↓↘→+K

Cannon Spike →↓↘+K

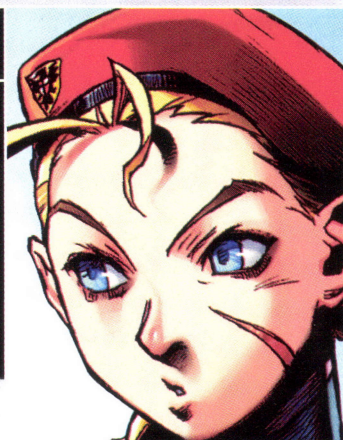
Spin Knuckle ←↘↓↘→+P

Hooligan Combination ↓↘→↘+P then K

Combos & Strategy

- Low MP, low MK, Cannon Drill
- Jump-in HP, low MP, Cannon Spike

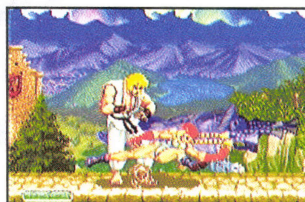
Cammy is a good balance between speed and power. She has some easy link combos as well as some decent pokes. Her Cannon Drill can hit quickly from far away and must be blocked low (this also applies to her Spin Drive Smasher). Cammy's Cannon Spike is basically an uppercut, but it leaves you relatively safe if blocked.



Cammy

Super Combo

Spin Drive Smasher ↓↘→↓↘→+K



Special Moves

Dash Straight ← charge →+P

Dash Upper ← charge →+K

Dash Ground Straight ← charge ↘+P

Dash Ground Upper ← charge ↘+K

Buffalo Headbutt ↓ charge ↗+P

Turn Punch hold LP+MP+HP or LK+MK+HK then release

Combos & Strategy

- Low MK, low MP, HP Dashing Straight
- Throw, walk under, low LP, throw (repeat)

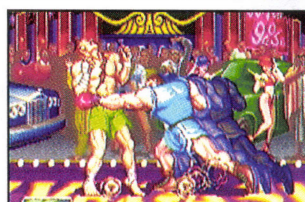
Balrog is possibly the most powerful character in the game. He has easy long-range combos and attacks that do huge damage. To perform the second "combo" listed above, you'll need to know how far your opponent flies after getting hit by Balrog's throw. After you release them, just walk under them and perform the tick.



Balrog

Super Combo

Crazy Buffalo ← charge →↘↘+P or K





Vega

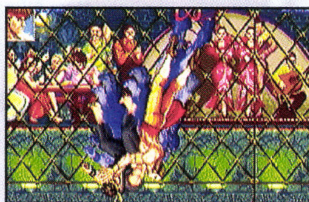
Special Moves

Rolling Claw ◀ charge ▶+P

Flying Barcelona Attack
▼ charge ▲+K then P or ▶+P

Sky High Claw ▼ charge ▲+P

Scarlet Terror ▶ charge ▶+K



Combos & Strategy

- Jump-in HK, low MK, low MP
- Low LK, LP Rolling Claw, low MP

Vega's fast pokes and erratic jumps make him very difficult to contend with. One of his most effective tactics is the cross-up claw. To perform this, knock your opponent down, then use a Flying Barcelona Attack and aim it so that the claw hits your opponent in the back—it's difficult for your opponent to counter.

Super Combo

Rolling Barcelona Attack

▶ charge ▲▶▶+K then ▶+P (when close)



Sagat

Special Moves

Tiger Shot ▼▶▶+P

Ground Tiger Shot ▼▶▶+K

Tiger Uppercut ▶▼▶+P

Tiger Knee ▼▶▶▶+K



Combos & Strategy

- Cross-up jump-in MK, MK, HP Tiger Uppercut
- Cross-up jump-in MK, low MP, low MK, HP Tiger Shot

Sagat's main strength is the ability to keep characters away by using repeated Tiger Shots and Ground Tiger Shots. Just keep up a barrage of projectiles to pressure your opponent. If they try to jump in, meet them with a Tiger Uppercut—It's an expected-but-effective technique.

Super Combo

Tiger Genocide ▼▶▶▼▶▶+P



M. Bison

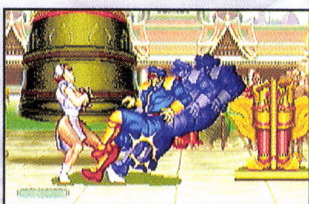
Special Moves

Psycho Crusher ◀ charge ▶+P

Double Knee Press ◀ charge ▶+K

Head Press ▼ charge ▲+K

Devil Reverse ▼ charge ▲+P then P



Combos & Strategy

- Anti-air jumping (MP, MP), land, jumping MP
- Knee Press Nightmare, jumping (MP, MP)

Bison has very good speed considering his size. He's definitely not a combo machine, so use his fast attacks and long-range throw to wear down your opponent. The combos listed above are possible because Bison's jumping MP can juggle an opponent up to three times if you time it correctly. Just tap it twice, land, then jump again.

Super Combo

Knee Press Nightmare ◀ charge ▶▶▶+K

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I Hope This Isn't Chris' Blood!

by Tyrone Rodriguez with
Tim Kim and Ray Griner

Tyrone_Rodriguez@yahoo.com

At long last, the PS2 finally gets its own Resident Evil. OK, this isn't technically a new game, but it's a welcome addition for anyone that hasn't played the Dreamcast version. And it'll probably hold us over until RE 4.

What's ironic about this whole Code: Veronica dealio is that Sega developed it in conjunction with Capcom. Now the same team has gone back and re-done every texture map and polygon to convert Veronica from the speed SH4 to Sony's Emotion Engine.

We imagine everyone is relatively familiar with Resident Evil, so we'll dive right in. Items can be found in detailed form on the map. We don't mention any of the storyline or in-game movie cue's for the sake of leaving that pleasure to you. What fun is it to play a game if we're telling you what's going on?

Special thanks to Diver D for the Rocket Launcher help

database

time to complete **20+ hours**
challenge **Difficult**
what's cool **Scary ambient music**
best weapon **Grenade Launcher**
best advice **Leave the good weapons for Chris**
system **PS2**
publisher **Capcom**
developer **Sega/Capcom**



RESIDENT EVIL -CODE: Veronica-

SURVIVAL TACTICS

- The most important rule to learn about Resident Evil is **conserve your ammo**. Sometimes it's better to run from an enemy than to waste valuable ammunition. Also, don't forget about the Combat Knife. Don't knock it until you try it—the Combat Knife is a great back-up weapon against human-style enemies (that is, zombies). Aim low and take them out at the legs. After a couple of tries, you'll have the hang of it. The great thing about the Combat Knife is that it can hit the same enemy multiple times in a single slash.

- Always **save Red Herbs to combine with Green Herbs**. These will become valuable commodities for you, particularly if you're avoiding using First Aid Spray to earn a high ranking. Even with Mixed Herbs in your Inventory, it'd be wise to always have a few standard Green Herbs at your disposal. There's no reason to waste a perfectly good Mixed Herb when a Green Herb will do.

- **Plan ahead**. It's really easy to get caught up in the heat of battle and forget that Chris and Claire need to share weapons. If Claire happens to take everything worth while, it'll be that much more difficult for Chris to make it through his portion of the game. Don't forget that the Arctic is much more difficult than the previous portion of the game.

- **Head shots** with the Shotgun still work like a charm. Try it!

- Don't skip the **storyline**. This story is the most involved of the Resident Evil series. If you don't enjoy the story and take note of the plot twists, you'll be wondering what's going on when Resident Evil 4 finally rolls around.

ROCKET LAUNCHER

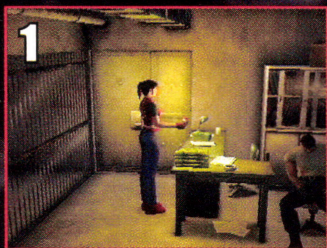
You must complete the game with an A ranking to earn the Rocket Launcher. To attain this crazy ranking, follow these guidelines:

- 1** Do not use any First Aid Sprays (using First Aid Spray drops your ranking by one grade; herbs are OK.)
- 2** Beat the game in under four and a half hours.
- 3** Do not die and do not save.

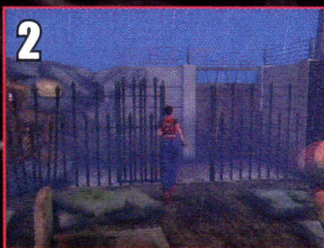
Once the game has been completed with an A ranking, the Rocket Launcher will be sitting pretty in your Item Box. Have fun—it takes out zombies with ease.



1



2



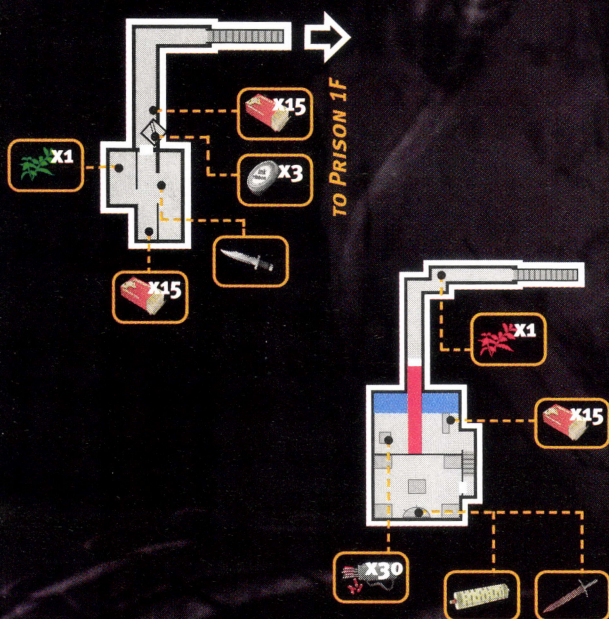
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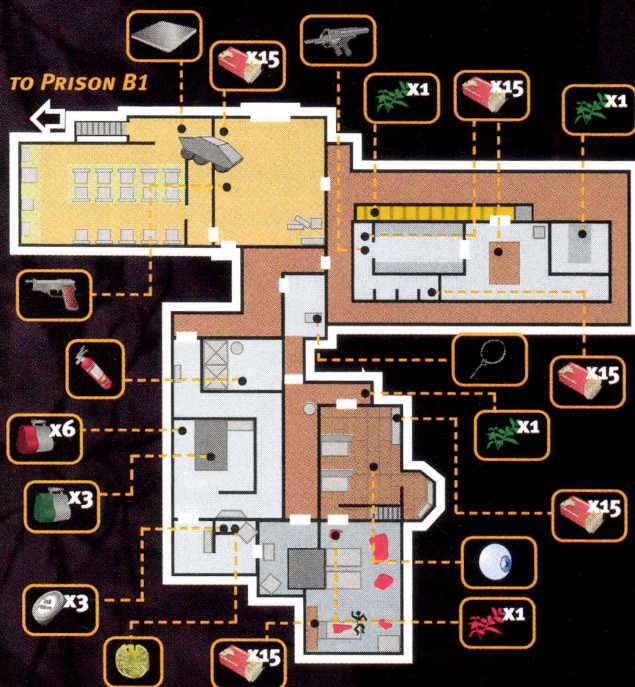
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PRISON B1F



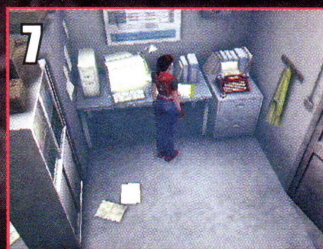
PRISON 1F



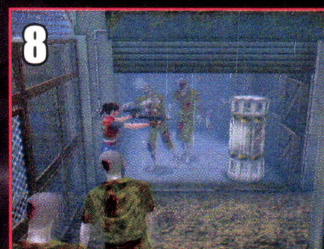
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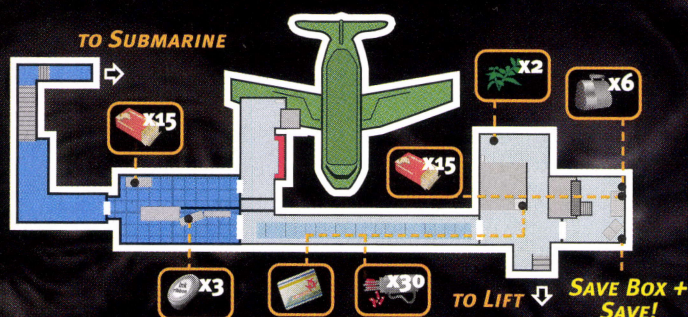


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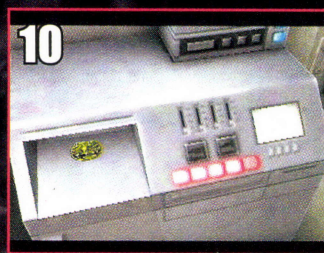


As soon as the gate opens, shoot the metal canister—this will take out the zombies in the gate room. Take the **Extinguisher** in the garage and **Padlock Key** by the guillotine.

AIRPORT 1F

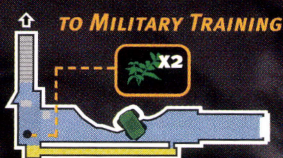


Go back to the Cemetery. Blast the undead and use the Extinguisher on the flaming wreckage. Examine the **Brief Case**. Time to go back to the 3D Duplicator; use the Padlock Key to expedite the short trek.

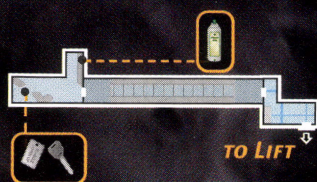


Now that you have the plastic substance, you can make a replica. Place the **TG-01** on the Duplicator. Grab your items from the Security Box and head back to the double doors where you first met Steve.

IRON BRIDGE



AIRPORT 2F



ENTERING THE PALACE



Use the **Emblem Replica** on the door. You're in the clear for now. Grab the **Green Herbs** past the bridge.

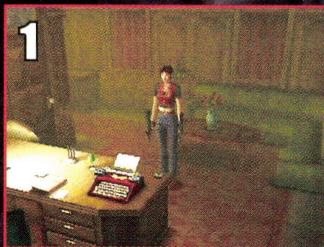


Have Claire push the crate against the others to safely cross over the flames, then go up the stairs to the next area.



After you climb the stairs, head straight to the Palace. Watch out for some rabid enemies in the next area and enter the large double doors.

SAVING STEVE



Once inside, take the stairs up and to the right. Claire will find a room with a Save Box and a Save. A wise zombie-killah would take the time to clear out inventory and save his or her progress thus far...



There is an **ID Card** hidden behind a chest in this room. Move the chest to reveal the needed ID Card. Go downstairs to the main lobby and use the ID Card on the computer. Entering the security code on the ID Card will unlock the door in the back of the lobby.



Before you open the door, you may want to check out the bathroom for a **First Aid Spray** and **Duralumin Case** (equipping the Lighter will keep the bats at bay). Watch out for zombies and enter the door on the right (as shown in the picture).



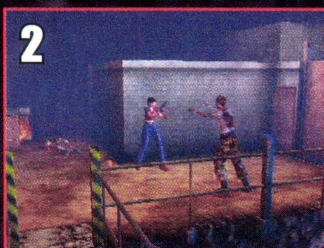


Before you can exit through the front doors, someone screams like a little girlie-man (that must be Steve). Go back to the room where you obtained the Steering Wheel.

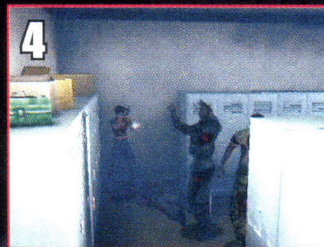


Exit the Palace, grab the **Navy Proof**, then go to the submarine docking area. Use the Steering Wheel here. Don't forget the **Side Pack** inside the sub. Turn the switch at the helm to get going.

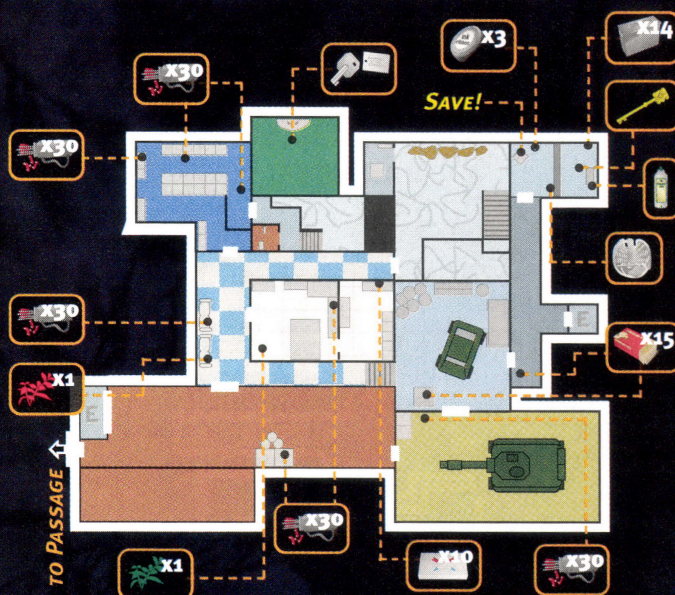
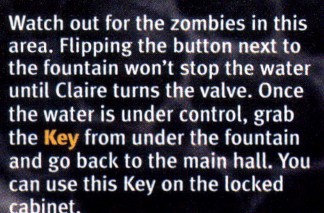
MILITARY TRAINING IF



Exit the Palace and take the smaller path as shown. Watch out for the worm and enter the double doors.



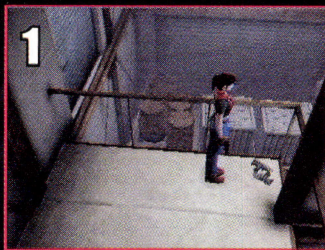
Watch for the zombies as you continue forward. Use the **Blue Button** on the copier to make a map. Back to the main room, use the other wooden door. Kill all the zombies and collect the items here, then head for the showers.



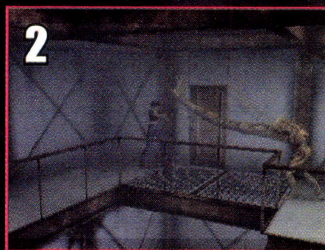
MILITARY TRAINING 2F



SAVING CLAIRE



Use the **Biohazard Card** on the metal door in the main hall of the Training Facility. Avoid the laser sight and climb the stairs. Take the **Hemostatic Medicine** in the save room. Use the available door, grab the **Sub Machine Guns** and get ready for some action.



Looks like our stretchy friend wants to play. Take him out with your best weapon (he can be a real pain if you're not careful). Once he's had his fill, take the newly opened door. Claire won't get far before she gets into some trouble. Fortunately, Steve comes to the rescue and you'll take control of him for a while.

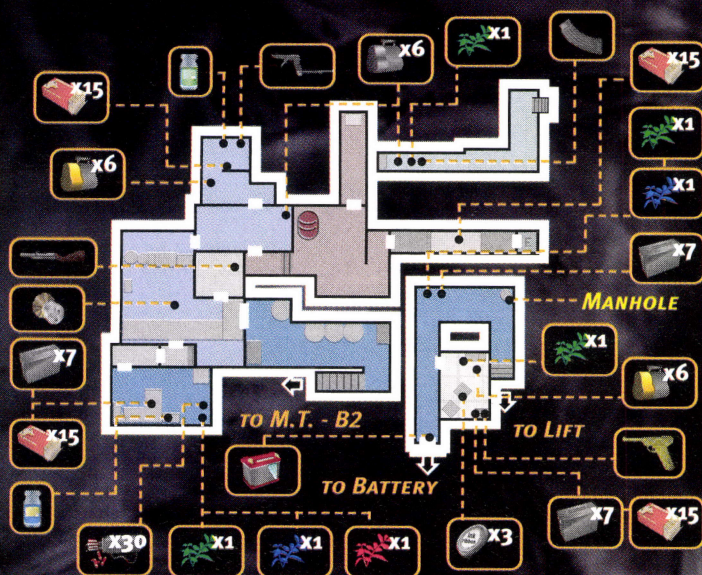


Head out and make your way to the metal gate. Follow the rooms until you arrive at the hall with the sculpted face against the wall. Steve will meet up with Claire in this room. Follow Steve to the next room and take the small wooden door...

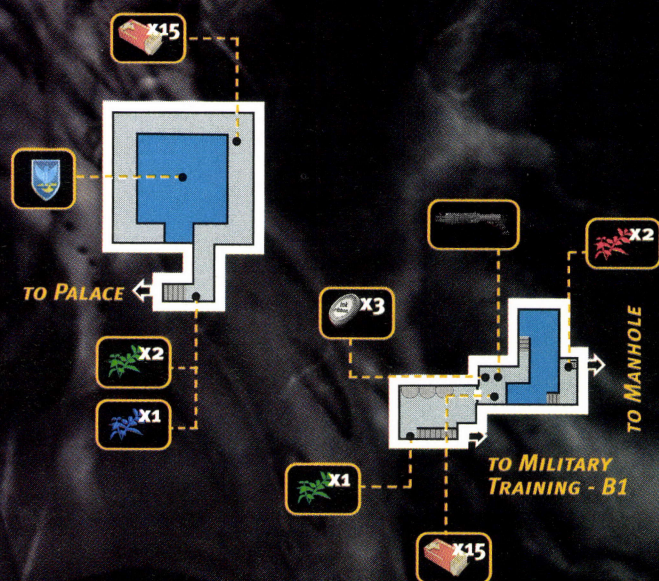


...Until you arrive at this room. Take the Eagle Plate. Go back to the room with Steve and take the large double doors. Enter the Military Training facility and use the Biohazard on the card reader.

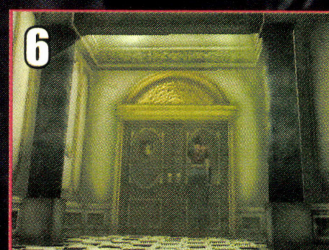
MILITARY TRAINING B1F



MILITARY TRAINING B2F



Use the **Eagle Plate** here, where you encountered Alfred. Now take the **Emblem Card**. Go back to where Steve ran into his dad, then take the elevator to 2F. Find the computer terminal and read up on the Albinoid. Move onto the next station... at this computer you can take a look at the room where the researcher died. Take a close look at the number on the painting. Work your way back through the Training Facility main hall to the room where the researcher died. Type the numbers from the painting into the keypad on the door. Grab the painting on the wall and head back to the room where you collected the **Eagle Plate**—placing the painting there will reveal a Gold Key. Head for the elevator and ride it down to B1F. Get the **Grenade Launcher** in the room where you first controlled Steve. Now head back to the Palace and take the door on the first floor of the Lobby.



Go down the hall to the double doors and use the **Gold Key** to unlock them. Enter the door and take a look at the Ashford Family portrait gallery. This is Claire's next puzzle...

A screenshot from a game showing a character in a red shirt and blue pants standing in a room. A large, bright orange and yellow explosion is occurring on the right side of the frame. The room has yellow walls, a framed picture, and a desk with various items on it. A large number '2' is in the top left corner.

3

A person is seen from behind, walking up a wide stone staircase. The staircase is flanked by high, dark stone walls with arched openings. At the top of the stairs, a bright light emanates from a large, ornate building with a central tower and multiple spires. The scene is framed by a thick red border.

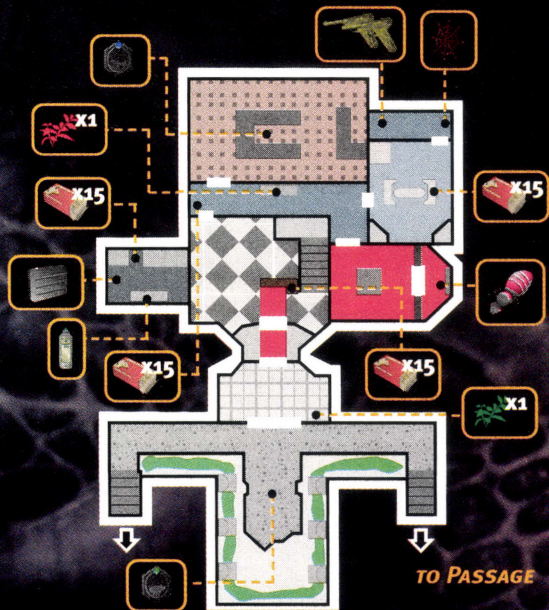
A screenshot from the video game 'The Legend of Zelda: The Wind Waker'. The character Link is standing in a room, looking into an open wooden treasure chest. The room features a large, ornate painting on the wall and a statue. The number '4' is visible in the top left corner.

A screenshot from a video game showing a long, narrow hallway with a high ceiling. The walls are lined with large, ornate frames containing various posters or paintings. A character is visible in the distance, walking away from the viewer. In the foreground, there is a long table with several small, round objects (possibly cups or bowls) and a small white object (possibly a teapot or a small statue) on it. A large number '5' is overlaid in the top left corner.

START CHRIS

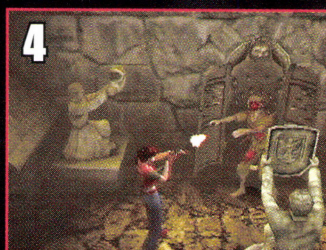
- x15 (Red Meat)
- x1 (Gun)
- x1 (Green Plant)
- x30 (Red Meat)
- x1 (Green Plant)
- x1 (Blue Plant)
- x30 (Red Meat)
- x3 (Gun)

PALACE 1F





Kill all zombies in this room, then grab the **Bullets** and the **Bow Gun Arrows**. Next, go down the stairs and open the door at the bottom of the stairwell.

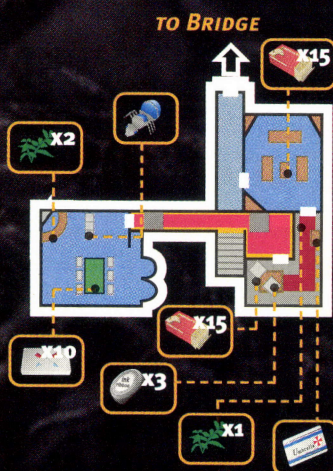


Take the **Sword** from the statue, then, once the gas is released, rotate the handle in the middle statue counter-clockwise to face the top statue. The gas will stop. Now place the sword in the slot. Kill the zombie and take the **Piano Roll**. It's time to go back to the Residence.



Placing the **Piano Roll** in the piano located in the Umbrella lounge will release a **King Ant** from the slot machine. Once you get it, go back to the room where you first saw Alexia.

PALACE 2F



HAIL TO THE KING



Pick up the **Music Plate** from one of the two identical rooms. Once you've taken the plate, place the **King Ant** on top of the Music Box. This will create a ladder for Claire to use. Take the ladder up to the next room.

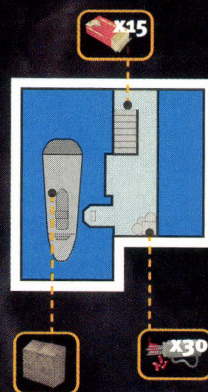


Pick up the **Silver Dragonfly** that's sparkling near the chair. Once you check the Dragonfly, it will become a key. Use this key on the large ant mural on the wall—now Claire can take the **Air Force Proof** on the top level. Take the ladder up.

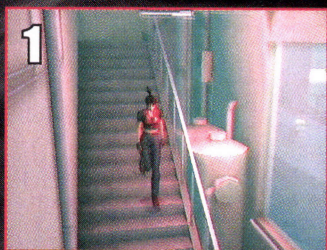


Back at the Music Box room, you'll run into Steve and Alfred again. Alfred will hit the self-destruct button and split. It's time for you and Steve to get the heck outta here. Grab all three **Proofs** and make way to the area with the submarine.

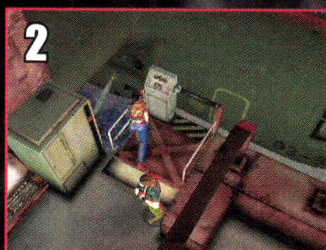
PALACE 81F



BE ALL YOU CAN BE

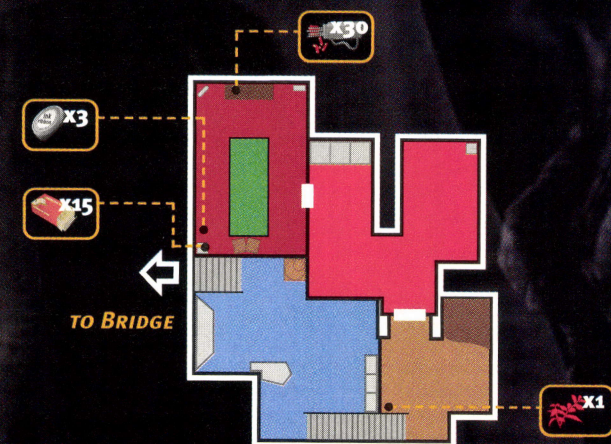


Take the stairs down from the sub and continue forward. Take the door to the left (it's the one nearest to the fish tank).

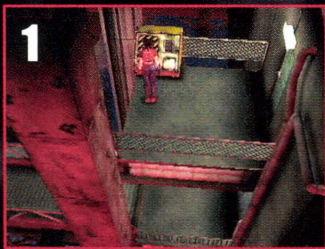


When Claire arrives at the control deck, use all three **Proofs** to activate the lift. Claire and Steve will be taken to the plane. There's only problem: The plane can't take off with ridge down.

PRIVATE RESIDENCE 1F



GONE IN 60 SECONDS



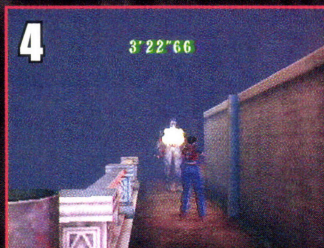
Take the **Control Lever** and place it in the Control Panel in the other room. Once you can lift the bridge, take it to the room on the other end. Once there, take the **Airport Key** from the dead guy.



Leave the room, cross the bridge and head back the way you came. Use the **Airport Key** on this door. (Note: Take a high-powered weapon, tons of ammo and two healing items in the next save room.)



Claire must push some crates around to get this elevator to work. First, push the top-left one all the way to the left. Once it is tucked under the door, push the bottom-left one all the way to the top. Now push it into the elevator door. Once you're all set, flip the switch on the control panel.



From the elevator, take the door that leads to the Palace (you'll have a time limit). Before you can enter, though, Tyrant will want to have a word with you. Bust out your most powerful weapon and fire at him. He will knee down a few times. When he falls face first, he's done—run past him.



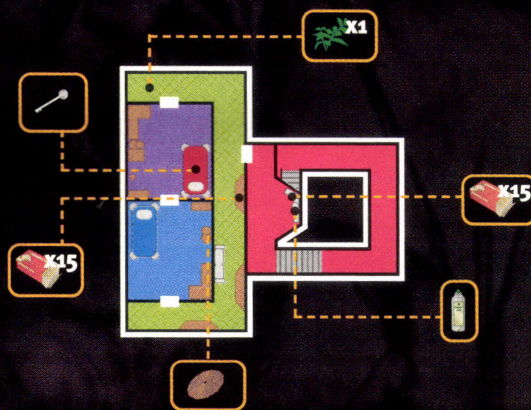
Once you've worked your way back to the lift that can take Claire to the plane, you're almost ready for Antarctica. Back on the plane, Steve is ready and the two of you take off. Save your game before doing anything.

TYRANT PUNISH

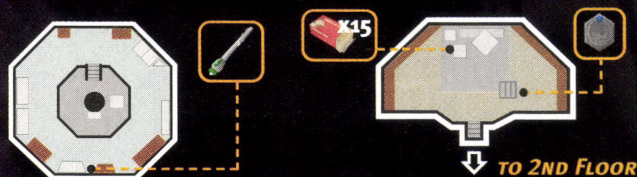


Alfred has left Claire a little present—it's time to battle the Tyrant again. We hope you brought along the **Grenade Launcher** or explosive rounds for the Crossbow. If so, this should be a breeze. Fire a few rounds into the Tyrant. When he gets too close, hit the cargo launcher to send the cargo crate flying.

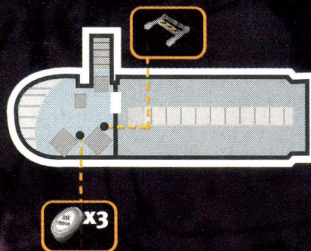
PRIVATE RESIDENCE 2F



PRIVATE RESIDENCE 3F-4F



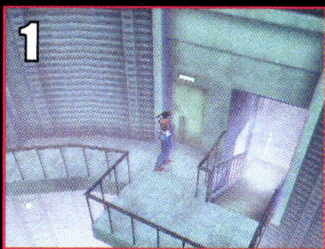
TRANSPORT PLANE



The cargo launcher can buy you some valuable time in your fight against Tyrant. If you don't have decent ammo, avoid him while the cargo launcher slowly preps.



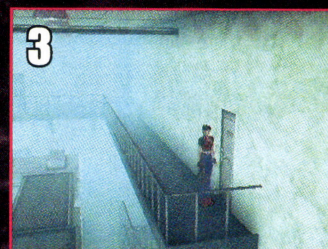
...A COLD DAY IN HELL



Steve and Claire land in the Antarctic. Climb down the ladder and enter this small door just before the stairs below.

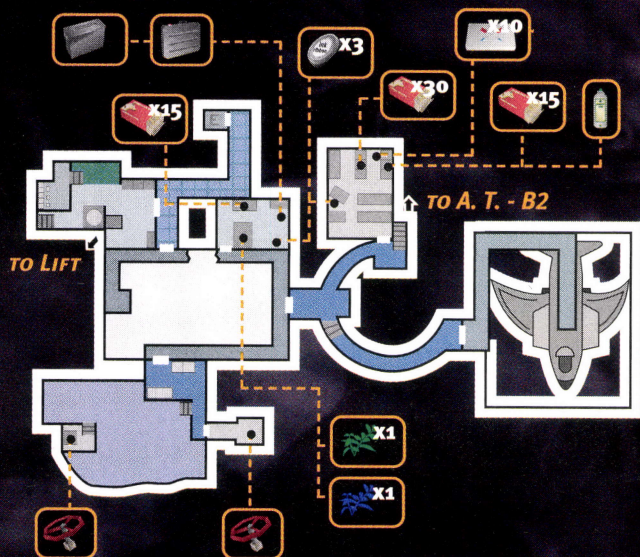
2 Grab the **Map** of the terminal, then walk down the stairs and take the door at the bottom (here you can save and equip items). Push against the bookcase to reveal a secret area. Press the switch in the locker. Leave this room. Go around the corner to Claire's right. Enter the door. Enter the door labeled "Weapon." Take out some more zombies and grab the **Mining Room Key** on the conveyor belt. Check the green case for an **Assault Rifle**. Check the corpse lying in the corner of the room for a **Detonator**, place it on the facing cabinet. Exit back to the previous room and enter the door labeled "BOW." Some spiders will attack

Claire. Get the **Bar Code Sticker** from the crate. In the previous room, take the door at the top of the small flight of stairs. Check the valve at the top of the stairs. Enter the door around the corner. Find the control box, turn it to start the generator. Flip the switch between the generators to turn on the power. Go back to the previous room and press a blue button near the conveyor belt. Place the **Bar Code Sticker** on the box on the conveyor belt. Turn the switch. Grab the **Gas Mask** found in the "BOW" room. Go back to the save room and flip the switch in the locker. Walk into the room. Check the **Plant Pot** for the **Machine Room Key**.

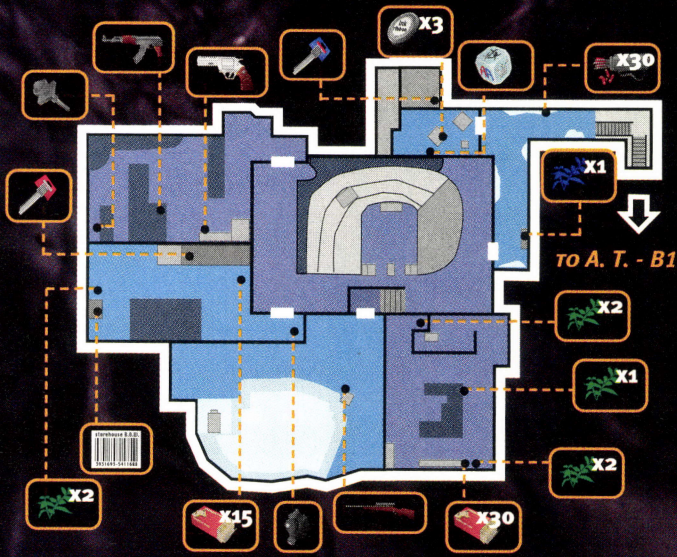


Go back to the main terminal where the plane crashed. Enter the double doors you originally passed up and use the **Machine Room Key** to enter the door pictured above. Walk through one room through a door into the next room and grab the **Valve Handle**.

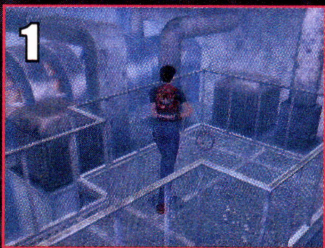
ANTARCTIC TRANSPORT B1F



ANTARCTIC TRANSPORT B2F



STEVE HAS BAD GAS

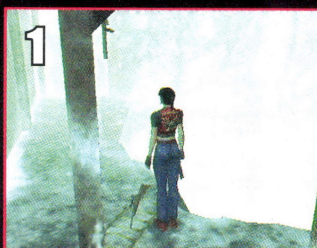


Exit this room and you'll meet Steve again. He makes a mess of things and it's up to you to solve it. Leave this area and enter the door directly opposite the Machine Room door. Inside this room Claire can re-cut the **Valve Handle** to work with the eight-sided valve head.



Enter this room with the valve (it's at the top of the small stairs in the conveyor room). Place the valve on the pipe and turn it to stop the toxic gases from flowing. Soon Alfred appears and tries his usual stunt. **DO NOT PICK UP THE RIFLE!**

SHOT THROUGH THE HEART



Drop everything off at the Save Box, except for Claire's **Lockpick** and two **Blue Herbs**. Leave all the weapons behind—it's time to battle Nosferatu. Go back to where Alfred dropped his Rifle and pick it up. At the next screen, search for a box of **Bullets** and a **First Aid Spray**.



Nosferatu attacks when Claire nears the stairs. Keep away from his poisonous attacks and fire precise shots into his exposed "heart." A few well placed shots should send this beast back to where it came. If Claire defeats the boss while poisoned, Chris will have to perform additional steps.

CHRIS HAS WORMS

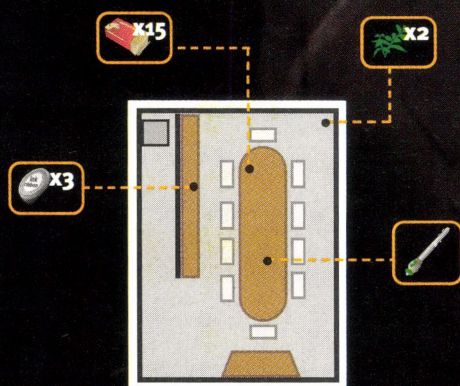


It's time to take control of Chris! Take the **Green Herb** nearby and talk to Rodrigo. The huge worm comes and swallows him up. You'd best save him if you want your Lighter back. Go into the save room and grab the **Assault Rifle** or Claire's **Custom Handgun**. Use the **Lighter** on the nearby stone statue to earn the **Sub Machine**

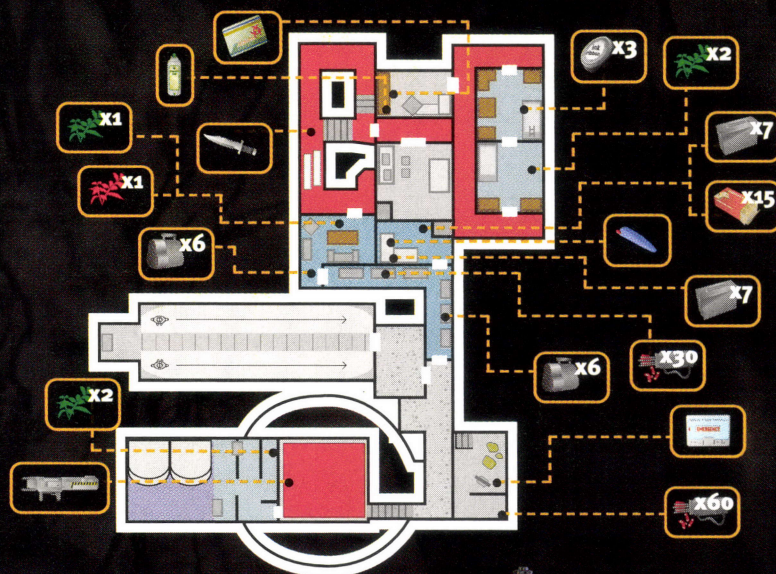
Gun. Use the elevator. The lift in the Military Training Facility needs power. Go through the double doors and press the red button on the back of the tank. Ride this lift down. Enter the metal door. Save your game here. Check the cabinet with the colored markings (solve this puzzle and you'll get Steve in Battle Mode). Place the **Lugers** in the Save Box. Exit this room and take the battery pack near the locked door. Use the pack on the lift back in the Training Facility. Take the **Chemical Storage Key** and the **Alloy Report** at the top of the walkway. Continue down the walkway and go through the door. You'll see the **Eagle Plate** sitting in the Courtyard. Unfortunately, it'll be swept away. Cross the courtyard and take the wooden door. Grab the **Side Pack**. Exit from the door you came through. Go back to the elevator and take it to 1F. Go back to the room with the skeleton painting. Remember the date on model of the Training Facility and go back the elevator. Go down to B1F and take the stairs down. With the **Shotgun**, go in the water and climb the ladder. Enter the door in the next room, then climb the stairs and make your way to the

Chemical Storage Unit. Use the **Chemical Storage Key**. Change the temperature to **128**. Take the **Clement Sigma**. Exit the lab. Grab the **Doorknob** on the floor after the lab. Back in the area where you grabbed the **Shotgun**, place the Shotgun on the cradle and go up the stairs. Take the elevator to 2F. Exit to the first facing door to the elevator's right. Go across the walkway and enter the door. Use the **Doorknob** on the next door. The **Tank Object** is on the walkway in this next room. Now take the elevator back to 1F to the model of the Training Facility. Place the Tank on the model. The painting behind you will slide to the side to reveal Passage Note and the Turn Table Key. Take the elevator back to B1F to the room where you picked up the Doorknob. Use the Turn Table Key here. Once the Turn Table elevator stops, go through the opening. Take the door by the fiery mess. Go in the hole and then go through the door on the other side. Keep walking, around a chainlink fence. Take the ladder down. Activate the fans—this will clear the gas from the next room. Continue until you arrive at the room with the work bench.

ANTARCTIC TRANSPORT B3F



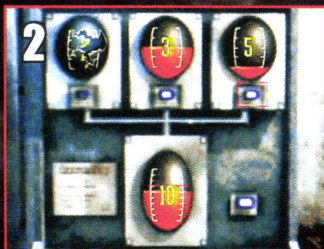
ANTARCTIC TRANSPORT B4F



IT GOES FROM YOUR PAST



Here Chris can upgrade his **Glok** to near-Magnum force. Take the green **Clement** on the shelf and head to the main hall. Exit the main hall, watch out for Hunters and take the elevator down. Make your way to the bridge that previously obstructed the plane from taking off. The lift doesn't work.



Go the door across the catwalk. The bottom chamber needs to be filled to exactly 7. Press the 3-button twice, then press the 5 once. Press the button on 10 to empty the chamber. Now press the 3-button twice and the 5 button once to fill it to 7. Grab three **Proofs** and head to the docking area.



Shut off the power and put the **Proofs** in place. Now you can go pull the lever behind the lasers. The model of the Training Facility moves to reveal a ladder. Go down the ladder and make your way to the area with the Albinoid.

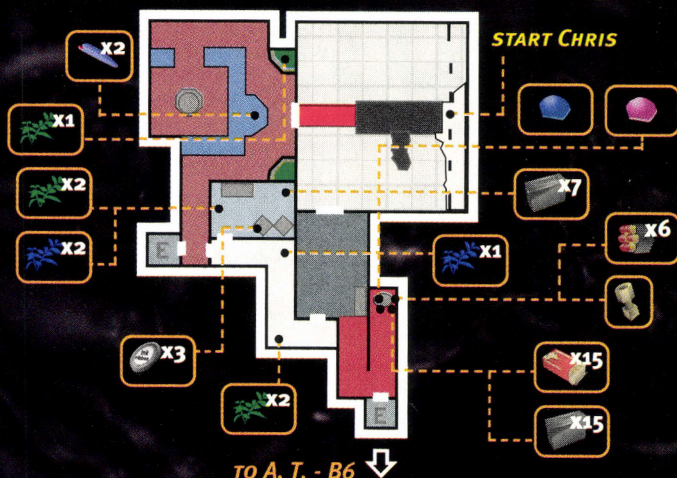




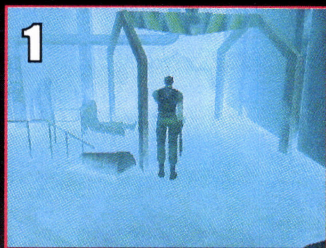
You don't have to kill this little bugger. Run in, take the **Eagle Plate** and run back out. Exit from where you came in and head back to the door with the **Halberd** logo on it. The door is near the save room if you don't remember. If you haven't done so already, combine the **Clement** mixtures.

Next, combine the **Eagle Plate** with the **Clement** mixture to create a gold **Halberd**. This will allow Chris to open the door that leads to the unused Harrier. Get ready to visit the Antarctic. In the Antarctic, go through the first double door. Kill the Tentacle to move forward. Climb down the stairs and keep going until you reach the bottom. Go to the save room and use the **Halberd** on the **Halberd** insignia found on the wall. Take the **Paper Weight** and other items. Grab the **Extinguisher** from the Item Box before you leave. Make your way to the room with the valve and eight-sided valve. Take the **Handle** and try to exit the room.

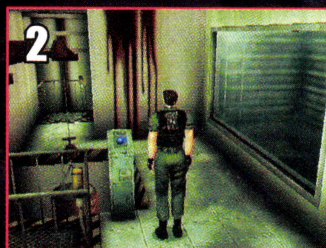
ANTARCTIC TRANSPORT B5F



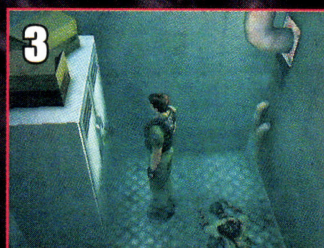
MAGNUM POWER



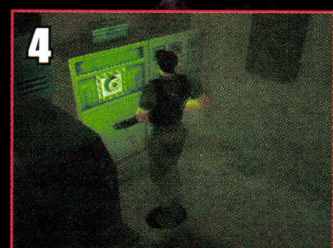
Go back to the walkway, past the giant spider and head back to the room where Claire changed the shape of the **Valve Handle**. Take the **Duralumin Case** and kill the zombies. Go back to where you came from and enter the opposite door. You'll be spotted by Wesker's wall-crawling mechs.



Immediately enter the double door to avoid a battle with the Hunters. Press the **Blue Button** in this room. Fill your **Extinguisher** with **Extinguishant**. Take the lift down to the Weapon room and use the Extinguisher on the small fire. Take the **Magnum** from the nearby area.



Continue past the missile container and use the Lighter to ignite the **Detonator** left by Claire. Inside are some **Bullets** for Chris. Run back to the lift door where Chris was spotted. Try to conserve rounds if you can. Take the elevator, and when it stops, go through the door that'll be right in front of you.



From that door, enter the door to the immediate left. Use the eight-sided **Valve** thingie on the display glowing green. With the spark-plug in place, Chris can restore power to this facility. Save if need be, then exit to the left and fight off the group of zombies outside. Go around the corner and enter the door.

HOME SWEET HOME

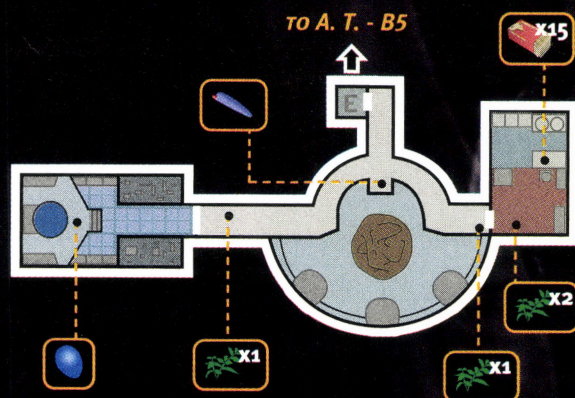


The next room is a replica of the first Resident Evil. Move the green sculpture into the cracked area of the tile. This will cause the floor to buckle. Take what you need and go through the hall above. Consecutively remove the Tiger statues eyes to earn the **Socket** and **Magnum Bullets**.

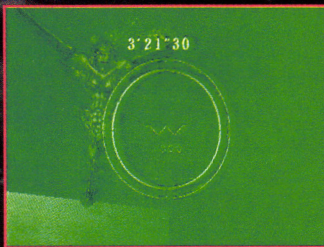
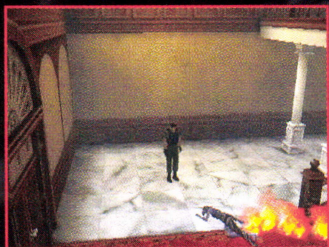


Take the door facing the Tiger to B6F, grab the **Wing Object** there, then head east (down). Go into the door at the end of the hall, pick up the necessary items, then enter the next room. Take a look at the anthill. Go back to the main balcony and enter the west door. The **Virus Research Report** is on the computer.

ANTARCTIC TRANSPORT B6F



ALEXIA, THE QUEEN



Walk up the small set of steps, use the **Paper Weight** and solve the puzzle on the right. Start with AA and turn it clockwise to deter-mine the order. Place the Paper Weight in the drawer. Take **Alfred's Ring** when he falls out of the capsule. Back the save room, drop off extra items, add at least two heal items and two high powered weapons (with ammo). Enter the door near the save room. Walk down the hallway. Dispatch the Sweeper. There are two **Wing Objects** here. Collect them and enter the double doors. There's a **Combat Knife** at the top of the stairs, take it if you don't already have one available. Claire is on the first floor, free her. If you defeated Nosferatu in a poisoned state, Chris will need to locate the **Serum**. Otherwise, it's time to control Claire. Have Claire stow away any useful weapons she may still have. She won't need much from here on out. Go through the door, walk slowly in the next room, two Tenacles will jump into the corridor. Kill them and move the middle cabinet in each corridor to reveal ammo. Enter the door, kill the zombie walking out of the cell. Walk to the end of this small cell block and take the small set of stairs. Enter the cell and look for **Bow Gun Arrows**. The **Security File** then turn the handle on the Cannon. Pick up the **Crystal**. You'll need to place it under the crusher and quickly step out. Now you'll have to run in and grab the **Security Card**.

Step in then step out to trigger the crusher then run in and grab the card. Walk back near the entrance door and use the **Security Card** on the reader. Walk down the hall. When Steve turns into a monster run away until a cut-scene plays. Use heal items if necessary. Back to Chris, it's time to face Alexia's first form. Make some distance between Chris and Ashford then blast her with six **Magnum** shots or whatever you have. Take Alexia's **Choker** and check it to reveal a jewel. Place Alexia and Alfred's family jewel's in the portrait at the top of the stairs.

Go to the Save Room where the power switch is located. Take the **Octa Valve** and **Socket**, combine them if you haven't already. Take the elevator back to B1F. walk down the hall through the double doors; ride up the lift in the room with the Extinguishant. Use the **Square Valve Handle** on the water pipe. The water will drain. Go down the ladder and take the **Crane Key**, watch out for the Sweeper. Go back to the room frozen over with the giant spider. Use the Crane Key inside the booth. This will release daddy Ashford, but also an unwanted spider. You don't have to battle the spider. Run over to Nosferatu and snake his jewel. Go back to B5F and place the last jewel in the portrait. Go to Chris' left and enter the first door. Take the **Sterile Room Key**. Back at the Save Room, turn off the power and have everything you need for the final battle. Go back to the main lobby and use the key on the double doors. Take both eyes from the tiger in the hall. Go back past the Ashford portrait and enter the second door to Chris' left. Check the sculpture near the bed. Go to the **Music Box**, place the **Red Tiger Jewel** on the box. Take the Music Plate and go back through the door. Place the **Blue Tiger Jewel** on this Music Box and Plate inside. Take the secret ladder up to the next room. Examine the jar on the table to find the Dragonfly Object. Go back to the hallway and enter the first door beyond the Ashford portrait. Take the **Green Herbs** here and the **Code Veronica Report**.

Take the lift down. Press the **blue button** in this next room. Take the last **Wing Object**. Combine the wings with the Dragonfly to make the **Gold Dragonfly**. Go back to the cell block area where we last saw Claire. She will give Chris the **Security File**. Check it to reveal the Security Card. Go up the stairs.

Use the **Gold Dragonfly** on the door. Use the **Security Card** on the self-destruct controls. The code is **VERONICA**. Equip your weakest weapon. Exit and prepare for battle. Shoot Alexia once before she pops Claire. Quickly switch to your strongest weapon and fire away as fast as possible. When the little enemies are too much, run away and blast them then concentrate on Alexia. Be sure to watch for poison or low health. When you've hit her enough, she will exit her big booty. The Linear Launcher will be ready at this time. You have unlimited ammo, but it only takes one shot. Run around in a large circle and fire only after Alexia has finished a set of fire attacks. Keep this up and before you know it, ding dong the witch is dead!

BATTLE GAME

The Battle Game will become available once you've beaten the game. In this mode you must reach the end of the map. Normally, you can only choose Chris or Claire. If you solved the puzzle with the Luger Replica, Steve will be playable (You can only unlock Wesker by beating the Battle Game with Chris). Note each individual begins Battle mode with different weapons and items. Here's a rundown of who starts with what and what time you'll need to attain to reach an A ranking.



Claire Costume 1

Inventory Items

- Combat Knife
- M93R Handgun
- Bow Gun
- Hand Gun Bullet
- Four Mixed Herbs

Ranking Times

- A - 6:09:99 or less
- B - 6:10:00-6:19:99
- C - 6:20:00-6:29:99
- D - 6:30:00-6:29:99
- E - 6:40:00 or over



Claire Costume 2

Inventory Items

- Combat Knife
- Grenade Launcher
- AK47
- Grenade Rounds
- Acid Rounds
- Mixed Herbs

Ranking Times

- A - 7:59:99 or less
- B - 8:00:00-8:59:99
- C - 9:00:00-9:59:99
- D - 10:00:00-10:59:99
- E - 11:00:00 or over



Chris

Inventory Items

- Combat Knife
- Magnum
- Shotgun
- Shotgun Shells
- Two Mixed Herbs

Ranking Times

- A - 6:29:99 or less
- B - 6:30:00-8:29:99
- C - 8:30:00-9:29:99
- D - 9:30:00-10:29:99
- E - 10:30:00 or over



Steve

Inventory Items

- Combat Knife
- Gold Lugers
- Two Mixed Herbs
- Sub Machine Gun

Ranking Times

- A - 9:59:99 or less
- B - 10:00:00-12:29:99
- C - 12:30:00-13:29:99
- D - 13:30:00-14:29:99
- E - 14:30:00 or over



Wesker

Inventory Items

- Combat Knife
- Three Mixed Herbs

Ranking Time

- A - 59:99:99 or less

(Beat the Battle Mode with Chris to unlock Wesker.)



All the World's a Skatepark

by Todd Zuniga
xg@ziffdavis.com

Skating is all about freedom. So when you start to go on the THPS2 adventure, prepare to find areas that don't, at first, meet the eye. Hidden areas are as plentiful as hidden cash, and there are enough gaps to rival a William Burroughs novel.

If you want to be considered a true pro skater you'll have to secure 100-percent of every level. Sounds like quite a task, but don't let that stop you from cruising around on the greatest PlayStation game ever.

There are plenty of new features, including Create A Skater and the overwhelmingly cool Skatepark Editor, but this strategy doesn't bother with that stuff. We're here to get you to find all the difficult cash and tasks that might take you hours upon hours to get to. Good luck—now go buy a skateboard!

database

time to complete **9 hours per skater**
challenge **Moderate**
best new skater **Rodney Mullen**
best special move **Hang Ten**
best advice **Go after one task at a time**

also try **Tony Hawk 1**

system **N64**

publisher **Activision**

developer **Neversoft**

www.THPS2.com



TONY HAWK'S PRO SKATER 2

Cruisin' Through to 100%

There's plenty to do in Tony Hawk 2, but just stumbling around the various levels won't get you very far. This guide will help you get through the tough parts (we figure you can find the right ramps and rails to do most of it on your own). So if there's something you just can't seem to figure out, no worries—we've got it here. There are also handy maps of each level that tell you where to go to grab the cash, achieve the goals and be a legitimate pro skater. Scoring Olympic-style gold in the competitions will net you a skating tape of your skater, but you'll have to finish all the levels 100-percent, money included, to get the truest street cred (and to unlock a cheat!).

Unlocking the Sequel

Although the first Tony Hawk's Pro Skater had plenty to do, the reward was simply a skate show. The sequel, on the other hand, has some sweet surprises. Usually we'd hook you up with all the unlocking knowledge, but this is a special game, so we'll just tell you how to unlock the coolest stuff. First off, if you want the sickiest unlockable this side of an action game, make a created skater in your image and get 100-percent of everything you can. You'll marvel at the results. As for other characters, you'll have to beat the game, cash and all, to unlock cheats that make the game much easier. For some of the coolest unlockables, don't hold your breath—you'll have to beat the game with every skater, unlockable skaters included. It's a big job, but rumor has it that the result is skating heaven. Finally, hit all the gaps on the Gap Checklist to unlock the final mascot.



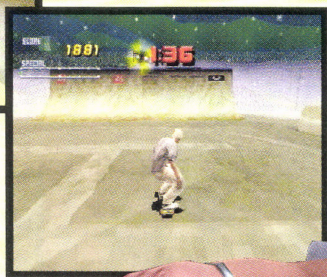


MULLET FALLS

■ Mullet Falls is a sweet introduction to the new Tony Hawk world. The challenge here is the same as the first game: Do it all in one two-minute run.



The Hidden Tape isn't hard to find once you open the door. You'll need to temper your speed and ollie onto the helicopter blades. Grind the tip of the blade and the chopper will take off, opening a door to the suddenly easy-to-find Tape.



After setting the chopper afloat, you'll have to get up enough speed to reach this hard-to-get light fixture. Boneless off the ramp and push Up to get the mad air.



You'll have to get the Wings here anyway, so you might as well grind this propeller and unlock the secret area. Inside are four big bills to add to your college fund.



This is one of three Hangtime Gaps, and it's the hardest one to master. If you land in a Manual, you'll get credit for another gap.

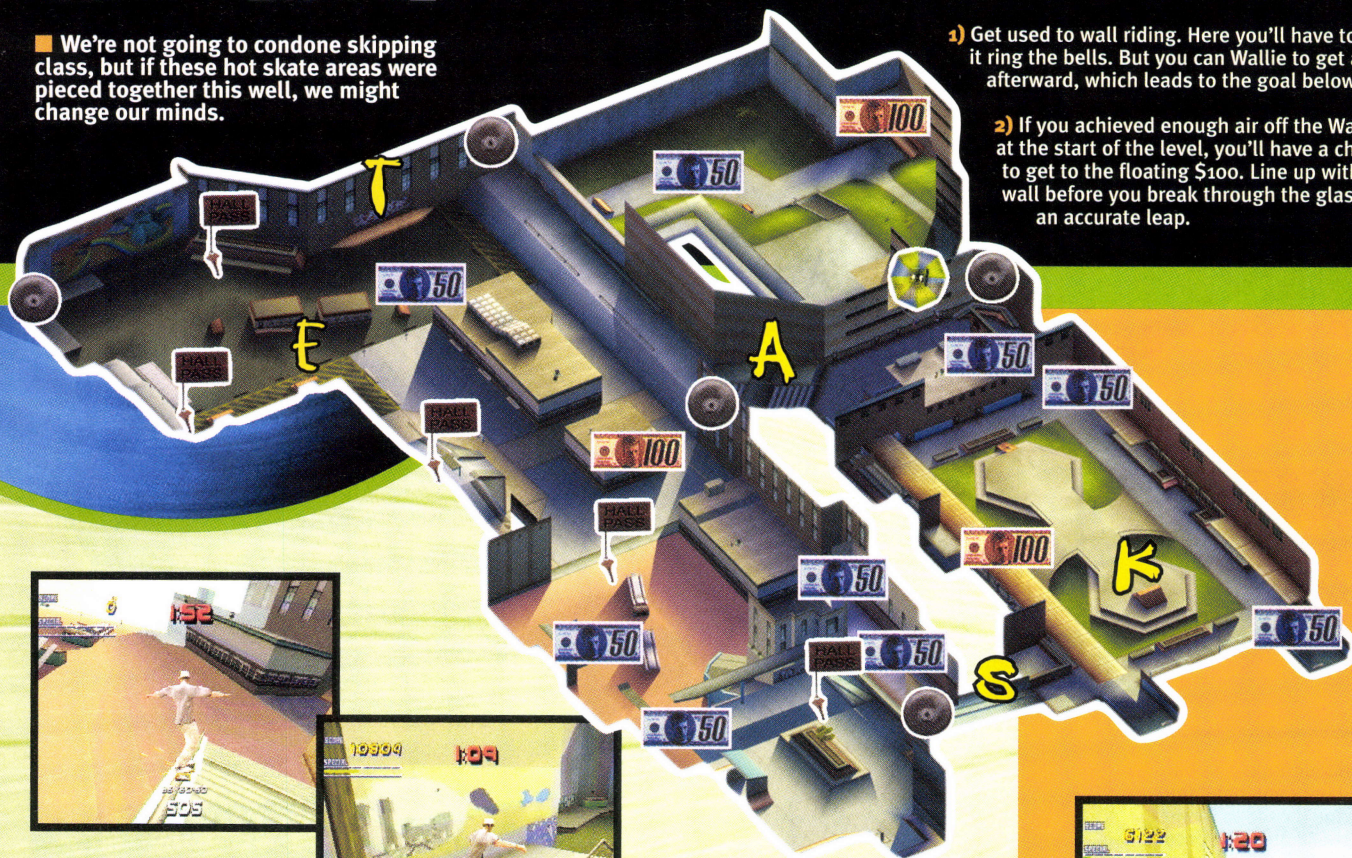


Going up this ramp is the only way to get this Wing. If you don't have enough Air skills, it might be tough.



THE SCHOOL

■ We're not going to condone skipping class, but if these hot skate areas were pieced together this well, we might change our minds.



1) Get used to wall riding. Here you'll have to do it ring the bells. But you can Wallie to get air afterward, which leads to the goal below.

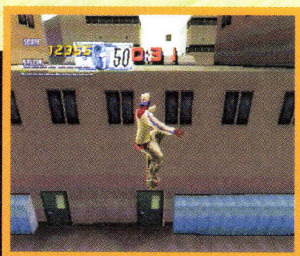
2) If you achieved enough air off the Wallie at the start of the level, you'll have a chance to get to the floating \$100. Line up with the wall before you break through the glass for an accurate leap.



Grind the three rails shown below to blow up the Rail Grind goal. There's one major thing to remember: Make sure you're going downhill on these rails, otherwise you won't get credit.



Getting the Hall Passes shouldn't pose too much of a strain—they're all concentrated in the same area. Big air makes it easier.



Nabbing the Secret Tape will take time. First, build your skater's Air and Hang Time, otherwise you're asking for a headache. To get the Tape, you'll have to use the ramp with the letter K floating above to get momentum. Next, speed toward the opposite end of that runway, holding down X and tapping Up to get ready for a Boneless. Once you get to the end of the ramp (stay to the right), launch off and let go of X. You'll get the Tape and a couple of bills if you make it over.



Here's the spot to do TC's Roof Gap. Just Kickflip across to accomplish this mission. So, tell me, who is this TC guy?



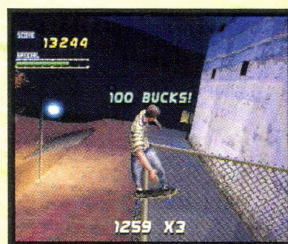
The Secret Tape takes concentration and a bit of practice. How to get it? Go to the Banks and find the unfinished street. Line up with the rail and grind. Then, ollie early, pushing left, and grind onto the opposite rail.

NEW YORK

■ If you want to "be a part of it," you best watch out for New York cabbies. Oh, and until you collect the Subway Tokens, you're only seeing half.



There's some cash hanging around atop the fence that's keeping you from the river below. To get to the moolah, get speed from the opposite ramps, then boneless off the incline and grind.



Here's a \$50 that'll make your blood boil. Just get to the subway and grind along, then drop off. Easier than it looks.



Hop onto the subway tracks and grind until you see the brick wall. Leap over and land to conquer this task. And welcome to the Banks.



First you'll have to grind and fly around and grab five Subway Tokens. Once that's done, the pearly Subway gates open.



To the right of the starting point you'll see this sculpture sticking up. Boneless over and hold Triangle.



This isn't the way to go about nabbing this floating \$50. Instead, go to the left and launch off the ramp. Much, much easier than it looks.

VENICE BEACH

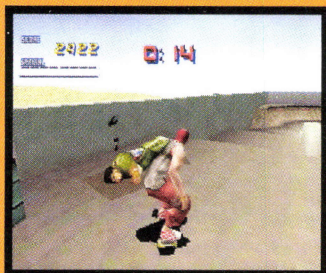
■ The Venice Beach madhouse is as impressive visually as it is skate-wise. You'll need to leap off buildings and you'll even ollie the homeless.



Finding the Spray Paint Cans isn't hard, but the one near the beginning is easy to forget about.



Here's the hardest Venice Beach gap. You'll have to ride the rails to get speed, then angle hard to the left. You have to go two ramps over, not just one!



The cruel act of jumping sleeping homeless men is the only way to complete Venice Beach. Remember that they move, so check the map to find the order in which they lie.

The Secret Tape is an issue of momentum on the beach. Once you ramp onto the roof (or Wallie if you've got the skillz), go at the gray metallic ramp on the left. It's thin, but the momentum from that will let you Boneless from the ledge and grab the Tape.



The ledge that needs a good tail-grinding is graffitied with the words, "The Ledge." It's far away from the starting point, but this pic will help you find it.



There's a ramp right by the S that you'll need to get acquainted with. Get the right angle and you'll score a phat \$250.



This cash may seem impossible, but the best way to get it is take the quarter-pipe and launch off of it. Painful, but worth it.



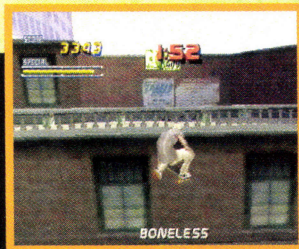
To nab this dough, just use the metal ramp to get your speed up, then ride the high wire.



Alright, this is freakin' cool. Get up speed by riding this spine. Try tricking onto it with a No Comply or a Boneless.



Now that your speed is up, go off this ramp and bust out some Kickflips. Now grind that rail to straighten up, then Boneless off that little lip.



Voila! You're soaring. Hold down Triangle just in case you barely make it so you can grind that ledge. Sick move!



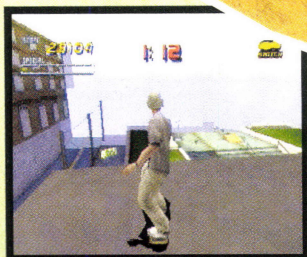
OK, this is a pain in the bottom. You'll have to land on the ledge in a grind, then transition to the Bluntside (Down, Down, Triangle).



Want to reach the secret area? Stupid question. Ride the wire attached to the handicap incline—it'll break off if you get all the way to the cash.

LOVE PARK

■ If you don't love Philly, well, you're wrong. And if you don't love the chance to empty the fountain and skate on phone lines, you're plainly an imbecile.



Once you've managed to reach the balcony, you're in for a headache. Try and try to Boneless, then Wall Ride, then Wallie until you get to the top of the building. Then hop off and grind the wire.

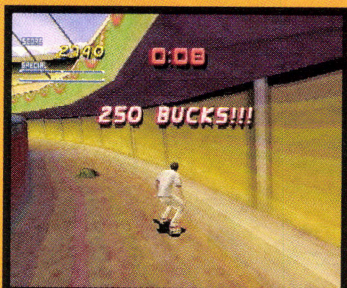
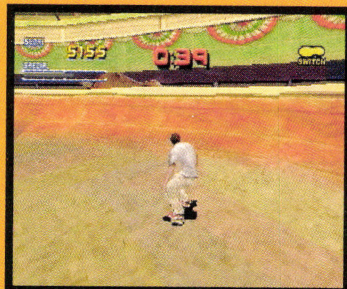


Grabbing the Secret Tape takes rail balance and the usual THPS patience. Get good speed near where the T is floating, cut right and go onto the high wire. Stay on long enough to get both the Tape and the \$250.



THE BULLRINGS

■ If that dude doesn't stop yelling, "El Toro! El Toro!" many people's lives are in danger. This level challenges accuracy like none other. You're given a ramp to go at right from the start, which is quite nice. But there's another late-in-the-run way to get mucho points. Go into where the El Toro is spazzing and start doing Manuals to Wall Rides to different grinds. Hop off into a Manual (watch for humps) and go right back to the wall. Money-wise, run over the bull doodie to score four \$250 bills. Otherwise, you're going to have to show some air accuracy and grind skills to score.





MARSEILLE

■ If there is a better place in the world to skate than France, it's somewhere on Mars. Here's a Competition where you can mess around, fall, even do lame tricks and you'll still be able to score the points to get gold. The money in the level is pretty concentrated, too. Go straight ahead from the start and look for the odd-colored tree being held up by a stick. Hop down the stick, wait for Chicken Little's prophecy, then jump on into that hole. Grab all that cash (the stuff right by the entrance first) and then jump back out. The only other bill is hanging high. Use a Boneless to a grind.



SKATE STREET

■ There's enough wood in this skatepark to build a tiny mansion, but that's not for you to concern yourself with. You just want to score points. Our advice: Do a U-turn from the get-go and go right or left. Going left, you'll sink into a pool that complements your vert skills. If you go right, you can easily get out to bust some serious street tricks. As for the cash, you'll have to take a couple different runs to get it. The curved rail to your left at the beginning will unlock a secret area with a hondo in there, the other cash will lead to the second unlockable area.





Gleaning the Cube

■ The coolest part of any skater is figuring out his Special Moves. But Special Moves do more than make you look like a skate hipster—they're integral for scoring the points necessary to achieve the Sick Score.

■ We figured laying out all the moves for you was a lot easier than making you patiently waiting for the load times, so here are all the pro skaters that are open at the outset of the game. Remember, if someone (like Muska—whose Nose Manual will blow your mind) has a Manual-style Special, they can be executed when you're on a level plain when the Special Meter is lit. Otherwise, tricks with a grind at the end of them need to be done on rails or something close.

■ Once you start in on making more cash than you can spend, you should go straight to your moves list and start spending all kinds of phat cheddar. If you want a 900 in your arsenal, you'll have to dole out \$15,000. Once you buy a move, though, you're not going to be able to get that money back, so choose wisely.

■ Also, play with all the different skaters to find your strength. We personally buy up all the vert Specials when the cash is more than we can spend. The Christ Air is perfect for pulling down big points, and the 900 is something you'll always want to pull. Once you unlock other characters, even more Special Moves will show up. You might want to wait until then.



bobBURNQUIST

Rocket Tailslide

◀ ▼ + Grind

Racket Air

◀ ▼ + Grab

One Foot Smith

▶ ▼ + Grind



jamieTHOMAS

Beni F-Flip Crooks

▼ ▲ + Grind

Laser Flip

▼ ▶ + Kickflip

One Foot Nose Manual

◀ ▲ + Grab

elissaSTEAMER

Madonna Tailslide

▲ ◀ + Grind

Hospital Flip

◀ ▶ + Kickflip

Indy Backflip

▲ ▼ + Grab



rodneymULLEN

Heelflip Darkslide

▶ ◀ + Grind

Nollieflip Underflip

▼ ◀ + Kickflip

Casper to 360 Flip

▼ ▶ + Grab



kareemCAMPBELL

Nosegrind to Pivot

▼ ▲ + Grind

Ghetto Bird

▼ ▲ + Kickflip

Casper

◀ ▼ + Grab



steveCABALLERO

Hang Ten

▶ ▲ + Grind

Triple Kickflip

▲ ◀ + Kickflip

FS 540

▶ ◀ + Grab



tonyHAWK

Overturn

↓ ◀ + Grind

The 900

▶ ↓ + Grab

Sacktap

▲ ↓ + Grab



runeGLIEBERG

One Foot Bluntside

◀ ▲ + Grind

Kickflip One Foot Tail

◀ ↓ + Kickflip

Christ Air

◀ ▶ + Grab



buckyLASEK

The Big Hitter

◀ ↓ + Grind

One Foot Japan

↓ ▶ + Grab

Fingerflip Airwalk

◀ ▶ + Grab

ericKOSTON

The Fandangle

▶ ↓ + Grind

Indy Frontflip

↓ ▲ + Grab

Pizza Guy

↓ ◀ + Grab



andrewREYNOLDS

Nosegrab Tailslide

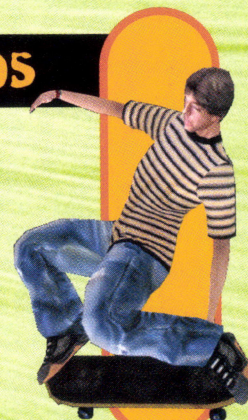
▲ ↓ + Grind

Triple Heelflip

▲ ▶ + Kickflip

Hardflip Late Flip

▲ ↓ + Kickflip



geoffROWLEY

Rowley Darkslide

◀ ▶ + Grind

Double Hardflip

▶ ↓ + Kickflip

Half Pipe Casper

▶ ◀ + Kickflip



chadMUSKA

Hurricane

↓ ▶ + Grind

Mute Backflip

▲ ↓ + Grab

Muska Nose Manual

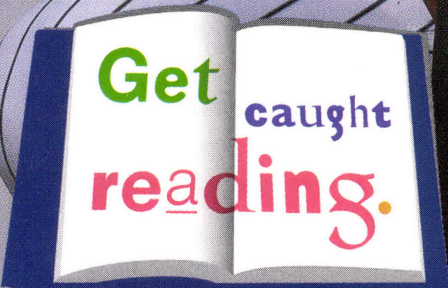
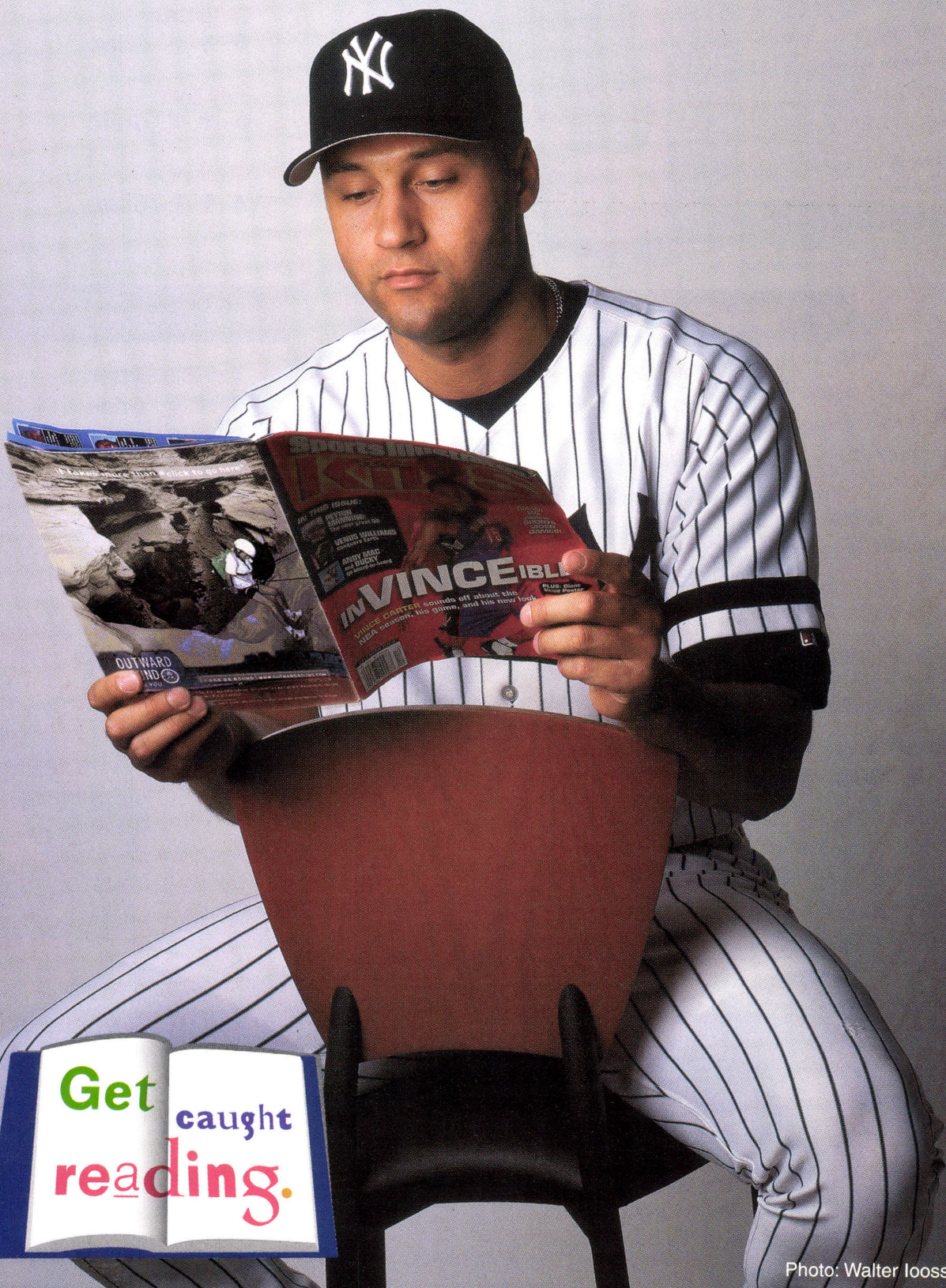
▶ ▲ + Grab

10

NHGI800 11

NHGI

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Photo: Walter looss Jr.

Derek Jeter caught reading.

NHGI800

NHGI800 067

Game Over

S E P T E M B E R 2 0 0 1

Conker's BAD FUR DAY™

The Final Battle

At the end of the game, Conker eventually meets up with the legendary Panther King. However, unbeknownst to the King, the Professor has implanted an alien-type creature in his chest. In true *Aliens* fashion, the creature bursts out of his chest kills him instantly. As soon as Conker hits the switch that opens up the castle/ship's airlock, the final battle will begin.

■ To beat up Heinrich the alien, grab him by the tail and throw him out of the airlock three times. This battle is actually pretty tough until you figure out how to beat him.

■ The first time you fight the alien, he'll most likely whip you with his tail. Simply jump over it and start fighting. As soon as you toss him out the airlock, prepare to fight again.

■ This time the alien will dodge your punches and then lunge at you. Block his

strike and he'll be stunned, giving you an opening to throw him again.

■ The final attack is like the second, only faster. Remember, blocking will really throw his combo off, enabling you to grab him and throw him out one final time.

■ After Heinrich has been thrown out of the airlock a third and final time, things will begin to get a little strange...



Dodge and parry the alien's attacks before going for a grab.

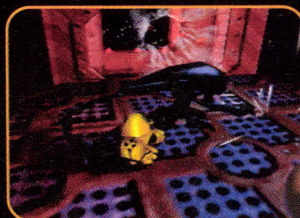
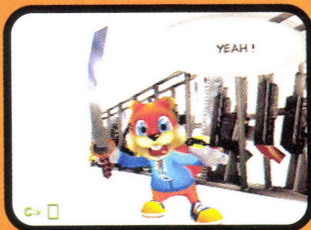
All's Well? Maybe Not...

■ Just when Conker thinks that he's got the alien licked, it comes back again! Fortunately for him, the game locks up and he's spared a gruesome fate.

■ With a devious smile, Conker blackmails the programmers into giving him a vast array of weaponry. Like Butch in *Pulp Fiction*, Conker chooses a huge samurai sword for the coup de grace.

■ Conker has the programmers unfreeze the game, just as he prepares to cut the alien's head off.

■ Before he can celebrate his victory, Conker's dragged to the Panther King's throne and is forced to be the new ruler. Berri is still dead, and now he's surrounded by people he hates... It sucks to be him.



Spin the beast around and toss him out of the airlock.



GUESS THE GAME ENDING AND WIN!

Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than September 20, 2001! Send entries to Game Over #87 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: This cute, little adventure game was fun, but some people thought that it was a bit fruity.

Official Contest and Sweepstakes Rules

Trick of the Month:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" PO. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziff-davis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by September 20, 2001. All entries become exclusive property of Sponsors and will not be acknowledged or returned.

Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or *EGM*, however, only one prize shall be awarded.

2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark, Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received.

Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about October 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec.

Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible.

Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," PO. Box 3338, Oak Brook, IL 60522-

3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2001 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month:

1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum," PO. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: xg@ziffdavis.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," PO. Box 3338, Oak Brook, IL 60522-3338.

3. Eligibility: Non-compliance with the time parameters contain therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize.

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4. Winners' List: For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is

requested to "Letter of the Month Winners List," PO. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date.

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Game Over:

1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #87" PO. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by September 20, 2001. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.

2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about October 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither Ziff Davis Media Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Ziff Davis Media Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Game Over Sweepstakes: Issue #87 Winners List" PO. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by September 15, 2001. Allow four weeks for delivery of winners list.

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www.gamespot.com	
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www.hollywoodvideo.com	
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www.xbox.com/sobe	
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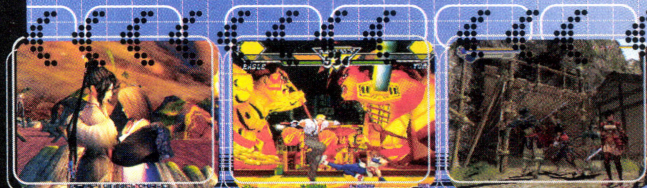
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EXPERT GAMER

October 2001

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Once October hits, things are going to get pretty crazy. Anxious GameCube and Xbox watchers are going to go nuts with pre-release hysteria. "Which system is better?" "What are the games going to be like?" "Oh my God! What am I going to play until November?" Now there's something we can help with. Might we suggest ICO? As you marvel at the type of game that shows what the PS2 can do when it sets its mind on something, we'll get you through ICO's tough spots with an equally mind-blowing strategy. If all

this innovation is too much for you, there's no shame in running back to the loving arms of your Game Boy Color. Our strategy for Dragon Warrior III will have you whooping all the 8-bit baddies you can handle.

ALSO FEATURED:

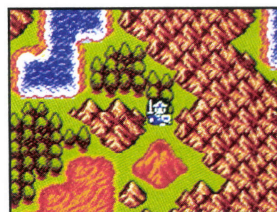
- Guilty Gear X
- Time Crisis 2



Feature Story



If there has ever been a game that demands a walk-through more than ICO, we'd like to hear about it.



Our DWIII guide will teach you the tactics you'll need to construct and manage a successful party.



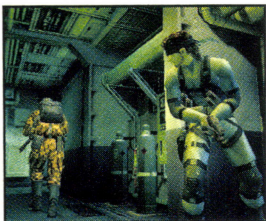
Grab a friend and start shootin'. Not your friend, of course—start shooting in the new PS2 game, Time Crisis 2.

ELECTRONIC GAMING MONTHLY

October 2001

On sale September 4

Feature Story



After tracking MGS2 creator Hideo Kojima to the secret underground bunker where his team is putting the finishing touches on this year's most anticipated PS2 game, we were granted an exclusive interview with the man, the myth, the legend himself. Check back next month for all the details, plus a rare peak into the Konami development offices, interviews with the US voice cast, a full recap of the twisting story up until now and more.

Plus, you're going to want to check out all of the previews of all of the latest games for the all the über-systems like Xbox, GameCube and PS2. Know what to buy and what to avoid by being in the know... If you miss this issue, you'd better be dead or in jail (and if you're in jail, subscribe!).

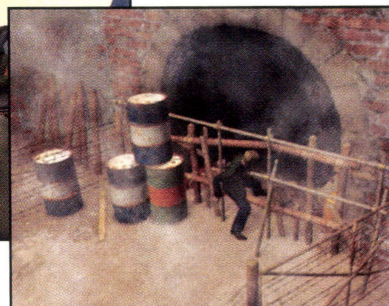
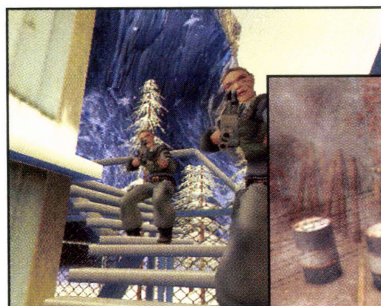


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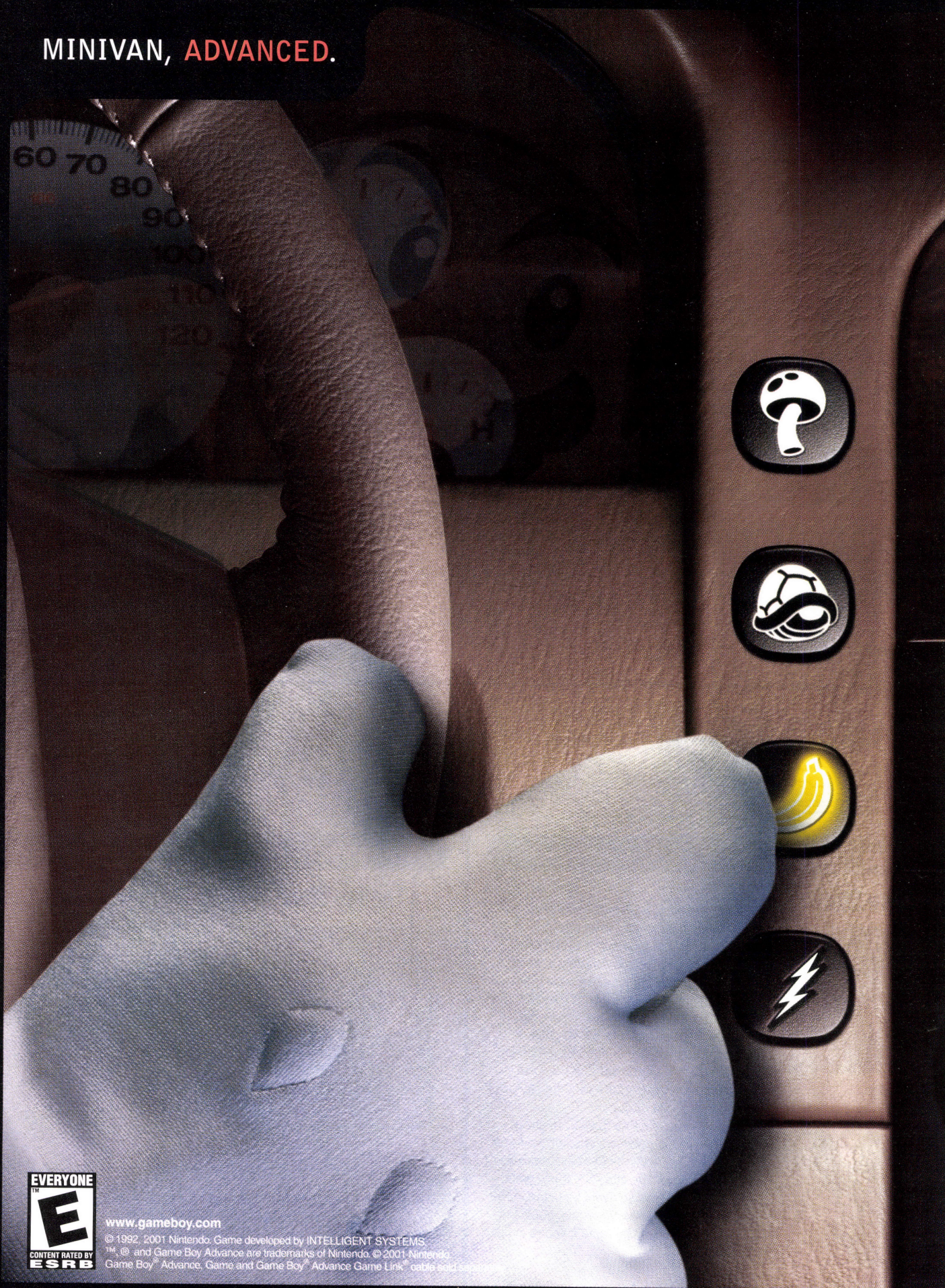
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Feature Story



This month marks a hallowed moment for the Official U.S. Playstation Magazine. Why? Packaged with this issue is the first PS2 demo disc, which should be enough to knock your socks off. Plus, a look at Konami's freaky thriller- Silent Hill 2.

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